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DIEHARD GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 3 • ISSUE 2

INSIDE THIS ISSUE:

SEGA'S
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RISTAR
PHANTASY STAR IV
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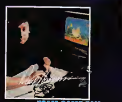
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NOVEMBER, 1994

ISSN# 1070-3020

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Welcome to another sparkling edition of Gametan. Inside this very special issue you will find our first hands on coverage of the Play Station and Saturn, as well as 6 pages on Killer Instinct. These games represent the beginning of a new generation in gaming. Ridge Racer and Motor Toon GP for the PS, and Clockwork Knight for the Saturn especially, show us that the jump from 16 to 32-bit will be much more dramatic than the jump from 8 to 16-bit was. So what does all this mean to you and me?... transition.

The industry may be in disarray for awhile as developers review the situation and attempt to predict what you will buy. Will all this new hardware have an immediate impact on 16-bit sales? I think it already has. Every hard core gamer will upgrade immediately as soon as any of these systems come out. If they have the cash, they'll have to. This stuff is just to good. I don't mean to down play the Jag or 300, but hey, this stuff is intense!

> "the jump from 16 to 32-bit will be much more dramatic than the jump from 8 to 16-bit was. So what does all this mean to you and me?... transition."

The new Sony, Sega, and Nintendo systems drawing near, and the fact that many companies have been simply making the wrong games, is the reason behind '94's tledgling cartridge sales. It's not a crash or anything that complex, as many 'news' magazines (nice flow charts) would have you believe. We predicted this way back.

As soon as you try to make this a mass market you loose a big chunk of the people who put you here. It's that simple. It used to be a sure thing, make a great plattormer, sports, adventure game, or RPG, and sell a respectable (or sometimes astronomical) number of games. But nowadays, everyone is trying to lure the general public, blowing huge budgets on promotions and big names instead of development, and gamers aren't buying it. The guy in the 501s with a great idea is going to make you the money, not the guy in the three piece suit. He wouldn't know a good game if it bit him in the butt. As soon as it becomes all about money, it's over. All this "Hollywood has entered the game industry" business does not impress us at all, and I know most of our readers could care less. I have never read a letter that says-"isn't this Hollywood connection exciting!" Have you seen Hollywood? It's a dump, I wouldn't let my dog go there. There certainly aren't any movie stars walkin' around.

With the advent of 32-bit gaming I think we'll inevitably see the game business of old return. This whole thing happens when a group of people get together and make something special. All the licensing, star power, and hype in the world can't change that simple tact. Many third parties have learned valuable lessons by straying from the formula. Most of the developers that I have talked to are going straight into hard core action, sports, role playing, or adventure games on the new platforms, tinally realizing gamers are predictable and easy to please. We tell them what you want right here every month. They just haven't taken us seriously (maybe we should dress up). We don't make this stutt up. This magazine is a direct retlection ot your input. GF is not a 'trade' magazine. We are very selective and pretty much do whatever we want, to an extent of course. We set out to please the reader first. Ot course we work closely within the industry and love it to death. But we spend more time arguing than you might imagine. One thing is for sure, as the industry goes through this transition we'll be right there letting them know what you want, and what our opinions are. Whether or not they take our advice is up to them. I think the buzz word tor '95 should change trom "Interactive Multimedia" to "Hard Core Gaming". Let people interact with QVC, we want to play quality video games.



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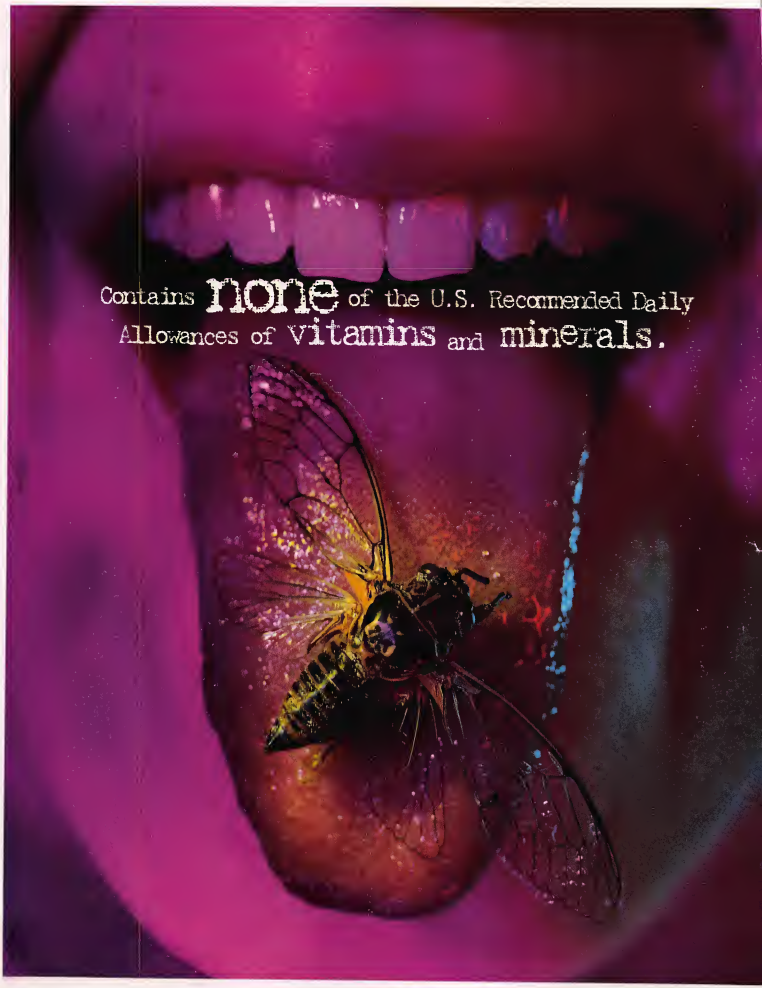
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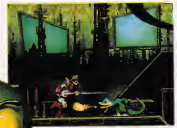
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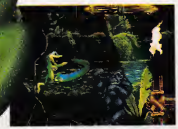

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DIEHARD
GAME FAN
February 1995
NEXT GENERATION VIDEO GAME MAGAZINE



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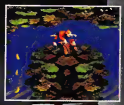
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TOP TEN

1. Donkey Kong Country (SNES)
2. Final Fantasy III (SNES)
3. Earthworm Jim (Genesis)
4. Aliens Vs. Predator (Jaguar)
5. Sonic & Knuckles (Genesis)
6. Super Punch-Out (SNES)
7. Super SF2 (SNES)
8. Super Metroid (SNES)
9. Mortal Kombat II (SNES)
10. Tempest 2000 (Jaguar)



MOST WANTED

1. Virtua Fighter (Saturn)
2. Doom (Jaguar)
3. Megaman X^2 (SNES)
4. X-Men (SNES)
5. Rayman (Jaguar)
6. Super SF 2 Turbo (3DO)
7. Phantasy Star IV (Genesis)
8. Starfox 2 (SNES)
9. Snatcher (Sega CD)
10. Killer Instinct (Ultra 64)

First Prize: Your choice of a core **SNES**, **GENESIS**, or **GAME GEAR**.
Second Prize: Your choice of one of the Picks of the Month in Viewpoint.
Third Prize: A ***FREE*** year of Game Fan!

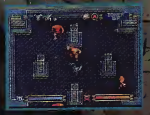
Congratulations to the following winners of last month's contest!
First Prize: Devin Skillman of Lehigh Acres, FL
Second Prize: Jeremy Kershaw of Portage, MI
Third Prize: Peter Daunecker, Jr. of Staten Island, NY

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:
GAME FAN TOP TEN 5137 Clareton Dr., Suite 210 Agoura Hills,CA 91301
Drawing is limited to one (1) entry per person per month. Hope to hear from you soon.
Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

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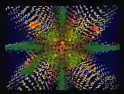


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FIFA SOCCER - 3DO

The following codes are entered during the setup screen you enter when a match is paused. Keep in mind that R and L always mean the L and R shift buttons.

Laser Ball Mode: LACRBALL
Big Ball Mode: BCBALLABALL
Beetcake Mode: RALBACLABA
Brute Mode: RABBACLLBACL
Crazy Bounce Mode: LABARRACCA
Hot Potato Mode: CRABBRLABABR
Giant Player Mode: BABARRABBAR
Invisible Walls Mode: ABBACABABBA
Metallic Men Mode: BARCLBABBA
Radical Curve Mode: CARCABRABBL

Josh Plumb, Jason Elderl, Craig L. Booher, Ian Lockwood, DeShoran Smith, & Trevor Hobbs.



OFF-WORLD INTERCEPTOR

MEGACASH!

Simply enter Options, press A, B, C, A, B, C, A, B, C A, B, C, A, B, C, Left Shift. Go to the shop to find $9,999,990 in cash!

Jojo Salazar, Gatineau, Que., Canada.

SUPER STREET FIGHTER II TURBO - 3DO

CONTROL AKUMA IN VS. MODE!

At the VS. Mode character select screen, simply highlight Ryu and simultaneously hold down all kicks, all punches, and Select until Ryu's face changes into Akuma's protile.

Michael Lewis, Pittsburgh, PA, Juan Antonio Lopez, Bronx, New York, and Kumpherk Thaing, Lancaster, PA.



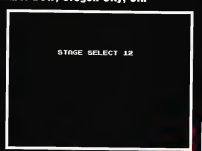
LION KING - GENESIS

DEBUG MODE!

Simply enter the options screen and press Right, A, A, B, Start. You'll enter a menu from which you can choose your level and become invincible! The level select, however, is not a true one - when you complete the level you'll be taken to Stage 2.

Bud Drakir, Edmonton, Ab., Canada & Amber Dew, Oregon City, OR.





CONTRA HARDCORPS - GENESIS

70 LIVES!

At the title screen, enter "C, B, A, Right, Lett, C, B, A, Right, Lett, C, B, A, Right, Lett" on the second pad for 70 lives!

STAGE SELECT!

At the title, on the 2P pad, enter "Lett, Right, A, B, C, Lett, Right, A, B, C, Lett, Right, A, B, C" then begin the game for a stage select!

DONKEY KONG COUNTRY - SNES

Bonus Round Practice

The following code is entered during the intro:

Down, Y, Down, Down, Y ("DYDDY")

The following codes are entered at the "Select A Game" screen. Highlight Erase Game and enter a code. If the Erase Game option flashes after entering a code, be sure to turn it off before choosing a game.

Begin with 50 Uves

B, A, R Button, R Button, A, L Button.

Music Test Mode

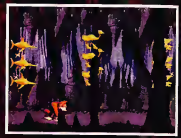
Down, A, R Button, B, Y, Down, A, Y - Pressing select will allow you to cycle through all the music in the game.

"BAD BUDDY"

B, A, Down, B, Up, Down, Down, Y - In the two-player team mode, the inactive player can get control by pressing the A or select button. Normally, the active player must give up control to the inactive player.

Dagan Galarneau





WAY OF THE WARRIOR - 3DO

Play as the hidden characters!

Black Dragon: Enter the name and date of "Wyvern 3-9-27"
Major Trouble: Enter the name and date of "Bad Boy 2-4-08"
Voodoo: Enter the name and date of "Evil 6-6-66"
Gulab Jamun: Enter the name and date of "Gulab 2-29-00"

Cools:

Major Gaines: Throw 8 grenades in a row in the winning round.
Shaky Jake: Throw 3 fireballs in a row in the winning round.
Dragon: Use only buttons A or C during the winning round.
Nobunaga: Use only buttons A or C during the winning round.
Fox - Have 10 successful Dizzy Dust hits in the winning round.
Crimson Glory: Use only block moves during the winning round.

How to fight the hidden characters:

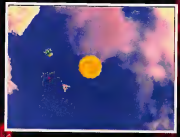
Black Dragon: On the Graveyard stage, in the winning round, use only buttons L and A.
Major Trouble: On the Lava Pit stage, use only buttons L and A in the winning round.
Voodoo: On the Rooftop stage, use only buttons R or C in the winning round.
Galub Jamun: On the Cave stage, you must have a flawless victory in the winning round.

Notes:

To reach any secret characters, you must have a Second Wind while going into the winning round. Also, to reach, say, Voodoo, you must first reach Black Dragon and Major Gaines.

Play Space War:

Select 2 Player Vs. mode. The right player selects a character then he holds "Down Right", A, B, C, and the Start button. The left player holds "Up Lett" and both shift keys then hits start. This will work with up to four players.







ARE YOU THE HUNTER OR THE HUNTED?



The amazing new CAPCOM C-4 graphics chip makes Mega Man X's duel with the renegade sword an all too real slash-fest.



In the abandoned Reploid factory, "X" better go for the head of the Maverick Hunter or get crushed into scrap metal.



Take the ultimate ride on the Mobile Attack Cycle and eliminate the Mavericks from behind, where they least expect it.

Just when Dr. Cain and Mega Man X thought the rebellion was over, a new uprising is in the works in an abandoned factory. While the X-Hunters keep "X" occupied fighting Mavericks, they're devoting every second to collecting pieces of someone or something he thought was long gone. "X" must use the powers he gains from the X-Hunters, and vehicles like his Mobile Attack Cycle, in his all-out battle to end their threat forever. Or face total "X"-tinction.

CAPCOM



AMAZING 3-D REALISM! With the new CAPCOM C-4 graphics chip and 12 megs of memory!

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SAMURAI SHODOWN II - NEO•GEO CART

BLOOD CODE!

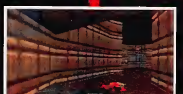
To put all the blood back in SSII, simply enter the options, highlight EXIT, and press the A, B, C, and D buttons simultaneously.

DOOM - JAGUAR

ULTRA CHEAT MODES!

Degreelessness Mode: Simply pause the game, hold *, and unpause.
Very Happy Ammo Added: Pause, hold #, unpause.
Level Select, Stages 1-9: Pause, hold any number, unpause, and you'll warp to that level.
Level Select, Stages 10-19: Pause the game, hold A and any number, unpause, and you'll warp to that level.
Level Select, Stages 20-24: Pause the game, hold B and any number, unpause, and you'll warp to that level.
Note: Do not try to warp to levels beyond 24. The game will crash.
Note: So many people sent these codes in (over 50) that I had to draw a random winner. That winner was Darrin Ford of Dayton, OH





ALIENS VS. PREDATOR - JAGUAR

DEBUG CODES!

To activate the code, pause. Now enter Option, 6, 1+3, B, A, 9, A, 9, A, *, Option, 6, #, *, *, Option, 2, Option. You'll hear the predator laugh to confirm the code. Once it's activated, enter the following commands for major cheatage!

Universal Cheats:
Option + A - Lowers you a floor
Option + B - Raises you a floor
Option + 5 - God Mode

Marine:
Option + 1 - Gain/Lose Shotgun
Option + 2 - Gain/Lose M14-A Pulse Rifle
Option + 3 - Gain/Lose Flame Thrower
Option + 4 - Gain/Lose Smart Gun
Option + 1234 - Refill Ammo
Option + 6 - Raise Security Level
Option + 8 - Gain/Lose Motion Tracker
Option + 9 - Lower Security Level

Alien:
Option + 1 - Gain/Lose Tail
Option + 2 - Gain/Lose Claw
Option + 3 - Gain/Lose Extending Mouth

Predator:
Option + 1 - Gain/Lose Combi Stick
Option + 2 - Gain/Lose Shoulder Cannon
Option + 3 - Gain/Lose Smart Disc
Option + 4 - Gain/Lose Wrist Blade
John Needham, Dallas, TX &
John Terry, Hot Springs, AR





DEMON'S CREST - SNES

ND ENEMIES!

Simply enter this password to play through the whole game with no enemies except bosses:

RBNL
XHGB
VGBB
LYLD

EARTHWORM JIM - GENESIS

EARLY CREDITS AND HIDDEN ANDY ASTERDIDS STAGE!

First, turn the game on or press reset. Skip the Sega logo. Now wait at the title screen until the screen with EWJ's face comes up with the stage name above it. Press Start to skip this. Repeat the process several times. After a few tries, the game's credits will roll by and you get to control Jim through a hidden Andy Asteroids stage. Mike Web, Fort Wayne, IN



V.R. DELUXE - 32X

REVERSE TRACKS!

First, get 1st place on all five tracks on the normal difficulty level. After placing first, return to the first menu and press left on the control pad while on the Virtua Racing box. Flipped tracks time!
Eric Nantz, Grand Rapids, MI

HYPERGLITCH!

During the end of the Bay Bridge track, there's a section with a wall in the middle of the road. If you drive towards the arrow signs on the left, you'll pass right through them (and the wall) then continue on to a huge, open area. Shoddy collision?
Steve Cassey, Glen Riddle, PA

SUPER RETURN OF THE JEDI - SNES

All of the following codes are entered when the opening menu appears. If they are entered incorrectly, the system must be turned off and on again.

7 Continues: A, B, A, Y, A, X.
99 Lives: X, X, B, A, Y.
View the Credits: A, B, A, B, A, B, A, B.
All Characters Available: X, X, Y, Y, Y, X.
Infinite Thermal Detonators: B, X, B, X, B, X, B, B, B, Y.
And finally... All characters available, infinite detonators, and debug menu by pressing L & R on pad 2: A, A, B, B, X, X, Y, Y, A, B, X, Y, A, B, X, Y.

Dagan Galarneau



DESERT DEMOLITION

Starring Road Runner and Wile E. Coyote



Beep! Beep! Cartoon-like graphics and loads of zany sound effects put you right in the wacky Acme action!

Cut to the chase! Play as Wile E. Coyote to get your paws on Road Runner or turn the tables and play as Road Runner for a completely different game! It's two games in one!



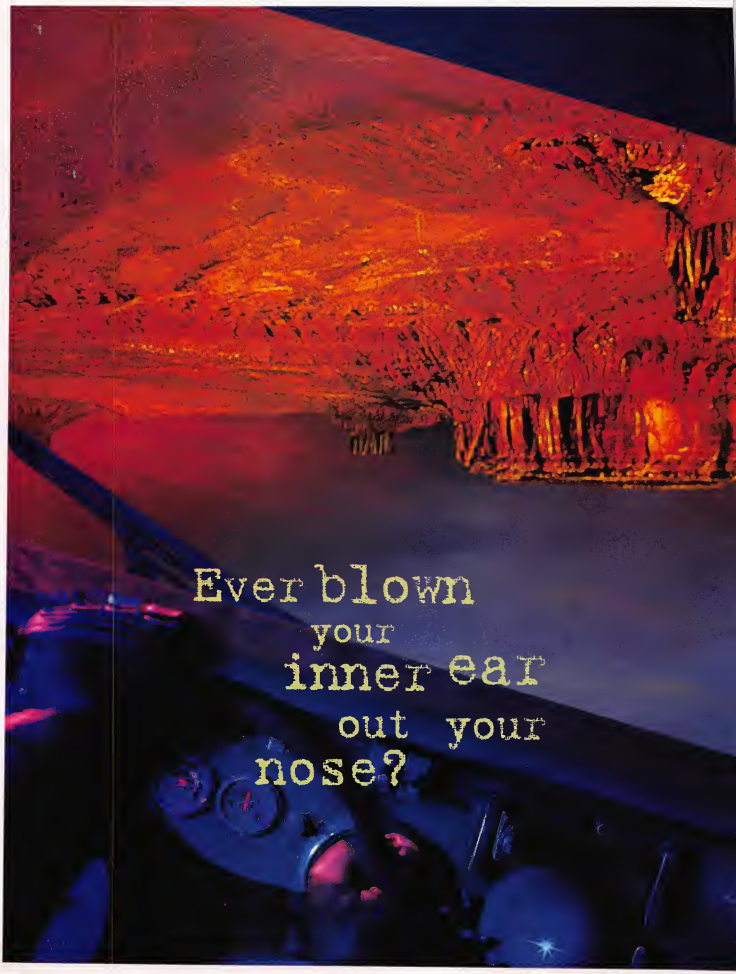


Railroad 'em! Ride the rails in your Rocket Skates and catch-up with Road Runner to rake in a jackpot of Acme Saving Stamps!



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Ever blown
your
inner ear
out your
nose?

Nothing's worse than a mean dose of **vertigo** —except maybe a crushed kidney. 'Cause in **Off-world Interceptor™**, Crystal Dynamic's™ vicious 4x4 off-road kill-fest, **grabbing air** is just another perk. (Check out the extreme, 32-bit texture mapped, **butt-bone** smashing terrain!) As a bounty hunter, your job's to scrape up the **scabs** that society's picked off and flicked your way. **Crush'em** beneath ten tons of screaming steel, **cremate'em** with blazing napalm cannons. Whatever it takes— cause given half a chance, they'll be thrilled to **deep-fry** your customized Monster Stomper into a **crispy** mess you wouldn't serve in **Hell's Kitchen**. One last thing— buckle up. Because coming down's a **bitch**.





On the way up, you gotta whup a couple'a tough mo'fo's. This game's no exception. They're called Bosses. But don't bother ass-kissing 'cause you'll lose more than your face.



Ditch the KC lights, cause this ain't no sausage-on-a-stick stadium show. Beef up your 4x4 with trick engines, air grabbing jump jets and carcass-carving pulse lasers.



Exercise all that repressed juvenile behavior with car head-to-head, "waste-yer-buddy" 2 player mode. Freud'd be embarrassed. But Genghis Khan would totally approve.

("Any closer Dog Breath, and I can braid those nostril hairs. Get this man some clippers and a mint.")



Sick of pointless full-motion video? Well, bite us, we're doin' it anyway. We've dropped in some smart-assed punks sittin' up front talking smack.

3DO

MATURE
MILD LANGUAGE
SUGGESTIVE THEMES
For information on this product's rating, please call 1-800-771-3772

MATURE 17+

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CRYSTAL DYNAMICS™

VIEWPOINT



Skid Nick Rox Takahara

IN CASE YOU ARE NEW TO THE PAGES OF GAMEFAN, YOU SHOULD KNOW THAT WE REVIEW GAMES IN COMPARISON TO OTHER GAMES ON THEIR RESPECTIVE PLATFORMS. ALSO, EACH GAME SHOWN IS REVIEWED IN DEPTH WITHIN THE ISSUE. SO YOU GET FOUR POINTS OF VIEW.

SKID **Nick Rox** **TAKAHARA**

RISTAR · GENESIS · SEGA · 16MEG · ACTION PLATFORM · 1 PLAYER · AVAILABLE FEBRUARY



Sega's Ristar is a top notch platformer from beginning to end. Ristar himself is a great character, and the game is loaded with ingenious play mechanics, lots of color, ample special effects, and excellent level design. Did I mention that the music is awesome as well? This game should be getting MUCH MORE hype.

GRAPHICS	9
MUSIC	9
CONTROL	9
PLAY MECH	9
ORIGINALITY	9
	90

Ristar is for me, one of the greatest Genesis games ever programmed... and this is a genre I usually dislike. Every aspect was handled perfectly from the remarkable graphics and excellently composed BGM to perfect control. Everything that makes a great game tick can be found here in droves. Seek out this title for much joy.

GRAPHICS	9
MUSIC	10
CONTROL	9
PLAY MECH	10
ORIGINALITY	10
	98

When I saw the early screens of Ristar I sure didn't expect a game this good. Thankfully it's not very cute at all, as you might think at first glance. This is a very involved platformer with a ton 'o play mechanics. I couldn't put it down. This one deserves a sequel. Now it Sega would only bring out Puiseman...

GRAPHICS	9
MUSIC	8
CONTROL	9
PLAY MECH	8
ORIGINALITY	9
	92

CADILLACS AND DINOSAURS · SEGA CD · ROCKET SCIENCE · CD-ROM · ADVENTURE · 1 PLAYER · AVAILABLE NOW



For an FMV title, Cad's and Dino's is about as good as it gets. The excellent spooling backgrounds along with the accurate driving control come together to equal a worthy trek through Dino land. The music and excellent cinema's ad to the joy.

GRAPHICS	9
MUSIC	7
CONTROL	8
PLAY MECH	7
ORIGINALITY	8
	80

CAD is really only part FMV, so I'll skip the whole "I hate FMV" speech, and get to it. Honestly, I liked this game until I got through level four and was still staring at basically the same color scheme. Why put together such a spiffy title and cut corners on the art? Isn't that what spooling bg's are all about? In the end a descent 'coulda' been great' driving adventure.

GRAPHICS	8
MUSIC	7
CONTROL	8
PLAY MECH	6
ORIGINALITY	9
	78

If I was to design an FMV game it would be something like Rocket Science's Cadillac's and Dinosaurs. The attention is focused more on the driving than the backgrounds, giving the player the feeling he's just playing a driver (with shooting) with great graphics, rather than a game on tracks. You know what I mean?

GRAPHICS	8
MUSIC	8
CONTROL	8
PLAY MECH	7
ORIGINALITY	9
	80

ADDAMS FAMILY VALUES · SNES · OCEAN · 8MEG · ACTION/RPG · 1 PLAYER · AVAILABLE FEBRUARY



Once in awhile, movie licenses turn in to great games. That is definitely the case with Ocean's Addams Family Values. This quality action/ role playing test keep me busy for days. The graphics are drawn and detailed splendidly and the overall feel of the game will have you thinking 'Zelda' all over again. Parallax scrolling and nicely arranged spooky tuneage ad to the joy.

GRAPHICS	9
MUSIC	7
CONTROL	8
PLAY MECH	8
ORIGINALITY	8
	89

Boy, Fester is really kickin' up dust in AFV! There are many similarities between it and Zelda, but it just couldn't do it. Other than that, AFV gives the gamer the next best thing to it... you betcha! Tuneful music, lavish bosses, and a fluid storyline to keep you tuned in with the action.

GRAPHICS	8
MUSIC	8
CONTROL	8
PLAY MECH	8
ORIGINALITY	7
	87

I've been waiting for another SNES Action/RPG to surface, but I never thought I would say Addams Family on it! This is a surprisingly good game. You can tell the developers really took their time to produce a long and very playable game. The action is a little on the lite side, but the puzzles are great. I recommend AFV to any fan of the genre.

GRAPHICS	8
MUSIC	8
CONTROL	8
PLAY MECH	8
ORIGINALITY	8
	82

FLINTSTONES · SNES · OCEAN · 16MEG · ACTION PLATFORM · 1 PLAYER · AVAILABLE FEBRUARY



The Flintstones is yet another quality movie license from Ocean. This platformer is definitely on the difficult side but it has the graphics and play mechanics to keep you glued. It's a way better game than it was a movie. The art and detail is again, great, but the bopping techno soundtrack seemed a little out of place.

GRAPHICS	9
MUSIC	7
CONTROL	8
PLAY MECH	8
ORIGINALITY	8
	82

I'm not the guy to ask about Fred F. and the whole "Yabba-Dabba-Doo" thing. I guess I'm to young. I will however, admit that this is a surprisingly well put together platformer with nicely detailed art and a cool Prince of Persia-ish and well animated Fred. The 2nd level (bouncing babies?) threw me for awhile, but after that it was back to Jungle Jumping Joy. I'm sure Flintstones aficionado's will have a Yabba-Dabba-Doo-time.

GRAPHICS	8
MUSIC	7
CONTROL	8
PLAY MECH	9
ORIGINALITY	7
	80

The Flintstones is among Ocean's best movie titles, like Jurassic Park. The graphics are excellent, and Fred has more play mechanics than you'd expect. The levels are huge and laced with those complex patterns from the old NES days. It's a hard game, but worth the effort.

GRAPHICS	9
MUSIC	8
CONTROL	8
PLAY MECH	7
ORIGINALITY	9
	84

STARBLADE · 3DO · PANASONIC · FMV SHOOTER · 1 PLAYER · AVAILABLE NOW



This is the best home version of Starblade that I can imagine. It's not quite as thrilling as the amazing (and very pricey) coin-op, but it sure comes close. A year ago I would've been beside myself, but with the Saturn and PS around, I'm less than thrilled with Full Motion Shooters. Fans of the game however, will love it.

GRAPHICS	9
MUSIC	5
CONTROL	6
PLAY MECH	4
ORIGINALITY	7
	75

Oh gosh! Once again the arcades "shifting screen" feature hasn't been implemented, but we do have some really keen texture-mapping. I just can't get excited... the game consists of the same three levels, the same 10 minutes of play and no music. For huge Starblade fans only, I'm afraid.

GRAPHICS	9
MUSIC	4
CONTROL	6
PLAY MECH	4
ORIGINALITY	7
	75

Starblade is a joy to watch, but unfortunately, it's not that fun to play. You just aim the cursor and SHOOT! Once you've beaten it the urge to play it again is non-existent. The lack of a soundtrack doesn't help either. I recommend this one to hard Core FMV shooter fans only.

GRAPHICS	9
MUSIC	3
CONTROL	7
PLAY MECH	5
ORIGINALITY	8
	70

Kitty Litter!



WHAT A SHOCK!



SPLIT PERSONALITY?!!



ONE SHISH KABOB, COMIN' UP!



IS THIS LOADED?

MATT GROENING

They fight, and bite, they fight and bite and fight!
Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers.
There's more than one way to skin a cat...
So, are you mouse enough!!!???





AGES 10 ADULTS

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Acclaim entertainment inc.

THE ADVENTURES OF MONITAUR




GASP!
TOLD YOU
THIS PLACE IS ENORMOUS!
YEAH! LET'S GO CHECK IT OUT!
AND SO THE TWO GO EXPLORING THIS NEW CATA COMB...
HEY! I FOUND SOMETHING
LOOKS LIKE SOME KIND OF GUN.
YEAH. I'D BETTER HOLD ONTO THIS BADBOY!


SO THE TWO TRAVEL CAUTIOUSLY ONWARD, GOING EVER DEEPER INTO THIS VAST MAZE OF ROOMS AND CHAMBERS UNTIL....
NOW REMEMBER TO EXPECT ANYTHING.
WHOA! CHECK IT OUT!
HEY, LOOK IT HAS A SWITCH ON IT.
FLIP
VMMM
UH OH, IT'S LOVERIN'
AND THE COLUMN CONTINUES TO LOWER...
AW JEEZ! WHAT IS THAT?!
I'M GONNA SHOOT IT! I'M GONNA SHOOT IT!
NO, NO! JUST WAIT!
HUH?
WHAT THE...?
KID FAN?!
AND WHEN WE SAW YOU COMING DOWN, WE THOUGHT YOU WERE SOME KINDA MONSTER...OOP!
HEY, WHAT'S GOIN' ON? FIRST I'M UP TAKIN' A BATH, NEXT THING I KNOW I'M DOWN HERE!
WELL YOU KNOW ABOUT AS MUCH AS WE DO.
SEE, I CAME ACROSS THIS SECRET DOOR THAT LEAD US DOWN TO THIS FREAKIN' CAVERN!
SO YOU GUYS JUST THOUGHT YOU'D CHECK IT OUT?
YES, AND NOW I CAN'T SHAKE THIS FEELING OF IMPENDING DOOM!
HOLEE!
STAY TUNED...

"GROUND BREAKING" C&VG

RISE OF THE ROBOTS



Crush the CRUSHER with a turbo head smash!



EN GARDE!



Real computer generated 3-D graphics!



Debug the morphing Supervisor

"Animation you could die for" Super Gamer Magazine

"Speed and feel that make you want to play again and again" Gamesworld

"Graphically outstanding fast action beat 'em up" Edge

"More than just another brawler" Game Players

"Excellent graphics and great animation" Videogames

32 MEG POWER

MIRAGE

SUPER NINTENDO ENTERTAINMENT SYSTEM

Acclaim entertainment inc

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BEYOND OASIS

Map

SEGA • 24-MEG
AVAIL. FEBRUARY
PREVIEW





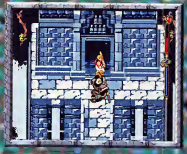


THE QUEST BEGINS...





I never thought I'd say this, but I've just played a Sega cart that unseats the mighty Landstalker as the ultimate Action/Puzzle/RPG. It's name is Beyond Oasis (a.k.a. The Story of Thor) and it's greatness should come as no surprise... the game was programmed by Ancient, the makers of Streets of Rage I & II (although this is their first game under the Ancient title), and the musician/game designer is none other than Yuzo Koshiro. I was starting to get a bit suspicious of the masterful Yuzo after hearing his, er, work in Actraiser II and Bare Knuckle III, but my belief in his adeptness has been reaf-

















firmed by this wondrous game. Not only is the ambient music excellent, (although it doesn't quite match the greatness of Actraiser, Y's, or Bare Knuckle) but this is his first game design, and it's almost scary how awesome it is. Who could have known that one of the greatest game musicians ever would turn into one of the greatest game designers ever!

In Beyond Oasis, you assume the role of Ali, the prince of the Kingdom of Oasis. The prince is fond of archaeology and, one day, makes a trip to a remote island to root around for ancient coins and the like. Deep underground, he comes across a golden arm-

DYTTO



RETURN HOME FOR ENERGY AND INSTRUCTIONS!



CALL UPON DYTTO TO OPEN THE WATERFALL



UNLOCK THE MYSTERIES OF THE CAVERNS...



AND FACE ME!



band, which suddenly begins to speak! Ali is told of an ancient war between two powerful wizards, Rehari and Agido. Rehari wielded the Golden Armband, and Agido the Silver. Both Armbands were thought lost in the great war, but someone has recovered the Silver Armband and is using it for ill purposes. Ali is ordered to stop the mysterious enemy at all costs and regain the Silver Armband!









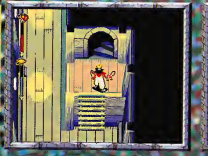


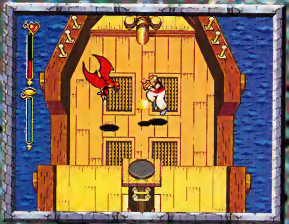

Ali's Armband can summon various spirits by firing a beam onto their particular element. For instance, you can summon the flame spirit, Efreet, by firing onto a lit torch or campfire and call up the plant spirit, Bow, by firing onto grass or trees. Each spirit has a certain use at a certain time. For instance, Dytto, the water spirit, can destroy any fire blocking your path, and the shadow spirit, Shade, can save you from falling, grab items you can't reach and allow you to leave your body for short periods of time. Ali's normal moves consist mainly of regular attacks with his dagger, but he can use a sword, bomb, or bowgun... if you can find them. Ali also has SFII-style moves accomplished with motions like "Hold B, then '>'" and "Hold B, then '^'."

The graphics in Oasis are remarkable. The animation, too, is spectacularly smooth and detailed: Ali has 550 frames of animation! Many bosses take up the whole screen, like Great Fossil and the Fire Drake, and there are often six or seven huge enemies on-screen with no flicker or slowdown. There are also plenty of cool visual effects like color-










cycling water and fire, multi-jointed enemies and an insane use of parallax.

When Beyond Oasis is released in March, you owe it to yourself to buy it. It's so incredibly awesome that I couldn't even begin to describe it in this short amount ot space. No worries, though... we'll be covering it for many more months. See ya next issue!

- Nick Rox



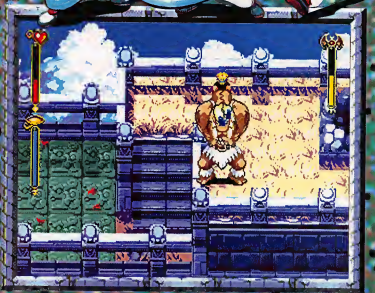









JOIN US NEXT MONTH WHEN WE REVIEW BEYOND OASIS!

DESERT DEMOLITION

SEGA • 16-MEG
AVAIL. MAR. • PREVIEW

I know the year is just getting started, but I've got a candidate for 16-bit cartoon game of the year for '95. Blue Sky has done an excellent job of capturing that good ol' Looney Tune craziness in their latest title for the Genesis, Desert Demolition, featuring none other than that famous pair of Tunes, the Roadrunner and Wile E. Coyote. The animation, graphics, play mechanics, and sound effects come together to create a great game of cat and mouse (or in this case coyote and roadrunner). You can choose to play as either character through over 15 levels of fast funny action.



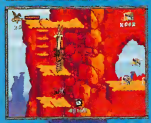


You have to keep an eye on your health meter while working to overcome the obstacles in each level as you either try and catch the Roadrunner or, avoid the coyote. No worries, there are ways to heal yourself along the way and extra lives are hidden throughout each parallax filled level.

Each character has his (or its) own unique abilities. For example, as WEC, you can jump and move around on your own, or you can use those marvelous ACME inventions that always work so well. In various crates marked ACME (duh), you might find anything from spring shoes, to a helmet that helps you move down a rope (try to figure that one out). As the Roadrunner (the coyotes after you, if he catches you, you're through-sorry, had to) you can't use special goodies, but you can eat bird seed to rejuvenate yourself and use your super speed to run up vertical inclines, Sonic style. The animation is so high quality that at times you may feel like you're watching the actual cartoon instead of playing a game, (you're not so get a grip).









I'd love to tell you more about Desert Demolition, but hey, the game is not finished, Blue Sky is putting in the final touches getting it ready for a 1st qtr. release. The end result will no doubt be the best (and last 16-bit) Looney Tunes adventure. Way to send 'em off dudes!

Mr. Goo







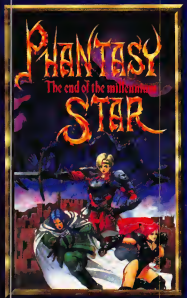






Fritz does impressions

BRAIN DEAD 13





NAME: ALYS
AGE: ??
OCCUPATION: HUNTER





NAME: HAHN
AGE: 24
OCCUPATION: SCHOLAR





NAME: GRYZ
AGE: 19
OCCUPATION: MOTAVIAN



WELCOME TO PART II OF GAMEFAN'S PHANTASY STAR: END OF THE MILLENNIUM STRATEGY GUIDE. UNFORTUNATELY, WE WERE LIMITED TO TWO PAGES OF COVERAGE THIS ISSUE BUT EXPECT MUCH MORE NEXT MONTH!

SEGA • 24-MEG • AVAIL. FEB

MASTER THE COMBINATION ATTACKS!

TRI-BLASTER



TSU + FOI + WAT

BLIZZARD



WAT + HEWN OR ZAN

FIRE STORM



FOI or FLAELI + ZAN or HEWN

LETHAL IMAGE



ALYS' DEATH + RIKA'S ILLUSION









LAST MONTH WE LEFT OFF WITH THE BIO-PLANT SUPERCOMPUTER SEED DESTROYING HIMSELF. AFTER THIS SCENE, HEAD NORTH WHERE YOU'LL FIND THAT THE BROKEN BRIDGE HAS NOW BEEN FIXED. ON THE WAY TO ZIO'S FORT, BUILD RIKA'S LEVELS UP TO SOMEWHERE AROUND 8.



NOW JOURNEY NORTH TO NALYA, WHICH WAS NEARLY DESTROYED DUE TO A METEOR WHICH HAS FALLEN NEARBY.





AFTER TALKING WITH THE TOWNSPEOPLE ABOUT THE METEOR, ENTER ITS CRATER. YOU'LL FIND IT ISN'T A METEOR AT ALL!











IT TURNS OUT THAT THIS IS THE WRECKAGE OF ONE OF THE SPACESHIPS THAT ESCAPED THE DESTRUCTION OF PALMA/PARMA (AIN'T SEGA GREAT AT TRANSRATION?) IN PHANTASY STAR II. PHANTASY STAR III TOOK PLACE ON ONE OF THEM, THE ALYSSA II. AFTER OBTAINING ALL THE WEAPONS AND ITEMS YOU CAN HERE, RETURN TO NALYA FOR A STAY AT THE INN.

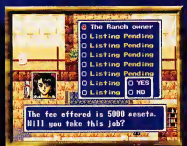








NOW HEAD WEST TO AIEDO, CHAZ AND ALYS' HOMETOWN. EXPLORE THE MASSIVE CITY, BEING SURE TO STOP IN AT THE FORTUNETELLER MITO'S HOUSE AND THE NORTHERN WEAPONS SHOP. BE PREPARED TO SPEND OVER 25,000 MESETA UPGRADING YOUR ARMORY, THOUGH!









NEXT VISIT THE GUILD, AIEDO'S HUNTER HANGOUT. NOW SEE THE WOMAN AT THE COUNTER, CHOOSE THE "RANCH OWNER" BOUNTY, AND HEAD TO MILE. TAKE OUT THE WORM (BE SURE TO USE THE TRI-BLASTER COMBINATION AND LOTS OF DIMATE) THEN RETURN TO AIEDO FOR YOUR REWARD.







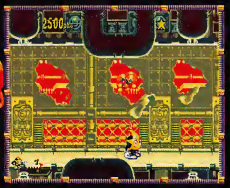
NOW ENTER THE CAVE NORTH OF AIEDO, THEN EMERGE NEAR THE SECLUDED TOWN OF KADARY... AND ZIO'S FORT! WHAT AWAITS OUR PARTY OF ADVENTURERS IN ZIO'S FORT? WILL THE CONTROL ANDROID DEMI BE RESCUED? FIND OUT IN THE NEXT GAMEFAN!



ONCE AGAIN, I'M SORRY ABOUT THE SHORTNESS OF THIS STRATEGY GUIDE. IN THE MARCH ISSUE I'LL BE DOING A RATHER MASSIVE GUIDE AND A COMBINATION ATTACK LIST, SO TUNE IN NEXT MONTH, RPG FANS! - NICK ROX



GENESIS
16 MEG
AVAIL. FEB.
REVIEW





To be totally honest, I've never played a platform game that I liked more than Ristar. Everything you'll find in this 16m cart is 100% pure joy, from the original play mechanics to the glorious art and the impressive musical score. And, as I've said before, the only aspect of Ristar that bothers me is the platform: It actually hurts to let 16-Bit go with games like Ristar still being programmed.





To begin with, let me explain the play mechanics. Ristar has ultra-elastic arms that he can grab enemies with, then either swing around and rocket off of them, or simply headbutt them. He can use his arms to do a number of other things as well, like flip around poles, reach into holes to search for hidden power-ups, carry items and climb walls. There are also scenarios, such as the musical level, in which Ristar must solve puzzles by bringing a certain item to whomever may be blocking his path.

Ristar's visuals are so... intense, that many are hard to put into words. There are numerous special effects in this li'l wonder that I actually have not seen done before (is that possible?) such as TRULY amazing light/dark water effects, transparencies that are actually transparent and up to six layers of parallax. The animation on Ristar is also top-notch... beyond being hyper-smooth, he has a different idle for every stage, TWO teetering animations and several different winning poses, displayed depending on how well you performed in a



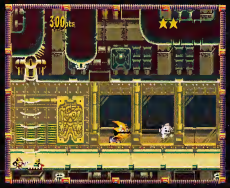
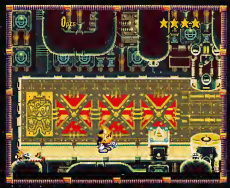










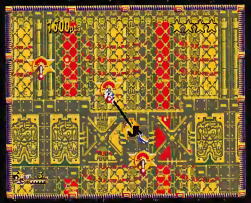
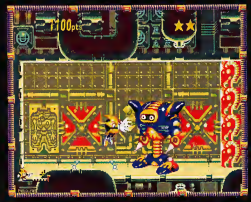



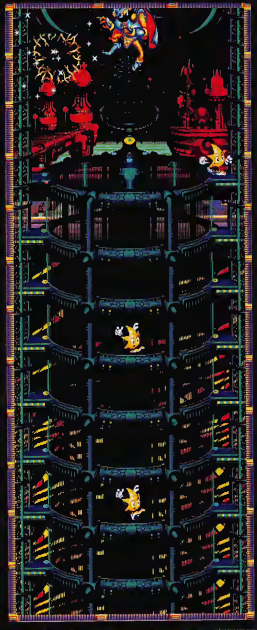

certain stage.

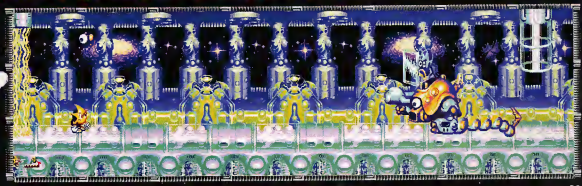
The music is superb as well, and, although most of it is happy Sonic stuff, the instruments used (most of the music is comprised of samples, similar to the tunes in Earthworm Jim) propel Ristar's tunes into the upper echelon of gaming joy. The cart's also filled with many-a-comment from Ristar himself, like the sickeningly candy-coated "play with me?" plus many squeaks of pain and joy.

Ristar is one of my top 10 Genesis games. I'm not too fond of platformers at all, so it's quite an achievement for this little title... the only other act/plat up there for me is Gunstar Heroes. Basically, if you're stuck in those mid-spring gaming blues, buy this game. You will not be disappointed.

-Nick Rox





NEW! MORE JUNKYARD!

BE A MAN AND TAKE THE HIGH ROAD!



SHINY
SEGA CD
AVAIL. JANUARY
PREVIEW

















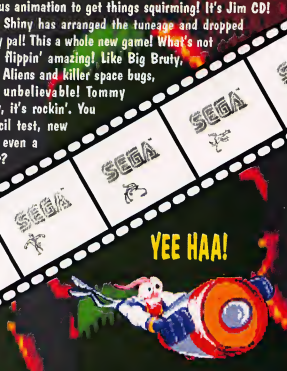


It starts out with a descending holler, aaaAAAHHH!-Splat! Hey, it's EarthWorm Jim! What's this? How about 350 frames of hilarious animation to get things squirming! It's Jim CD! Actually, it's EWJ Special Edition. So, Shiny has arranged the tuneage and dropped the cart game on to a CD, right? No way pal! This a whole new game! What's not new is re-arranged and what is new is flippin' amazing! Like Big Bruty, this spooky green stage is full of obese Aliens and killer space bugs, and the music and sound effects... unbelievable! Tommy Tallarico does the honors, so you know, it's rockin'. You get new speech samples, a killer pencil test, new static screens, new levels, and maybe even a new ending! So what 're you waiting for? To get your copy of EWJ-SE simply drive to the store and buy one. It's that easy!

-E. Storm

I'M NUDE







DESTROY JIM!



I'LL SUE!



HOMING ICON EWJ



THAT SUCKER WORKS!



HE'S JUST SOOO EVIL!



HEY LARD ASS...



FOLLOW ME...



SUCKER!









NEW LEVEL!

BIG BRUTY



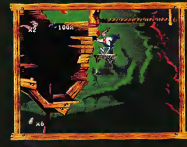


"I'M A ROCKET MAN"













WHAT'S THAT?





PUSS BUCKET!





NOT THE SAME OLD LAB



DIVE IN!



MOO





I HATE THE WEATHER IN BUTTVILLE!





RIC'N-FRAG'N-NOG'N-RAG'N







MUST'VE BEEN SOMETHING SHE ATE





MAGICAL POPFUL MAIL™

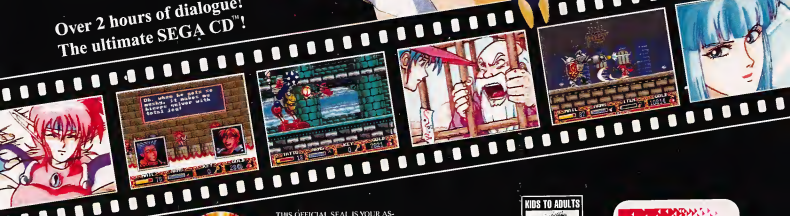
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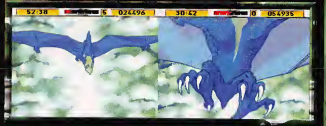
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I can't believe it! I actually like an FMV game! Eureka! Rocket Science's Cadillacs and Dinosaurs is actually more like Silpheed on the ground. I don't suddenly have the urge to play Tom Cat Alley or anything. The intro. is the coolest, with Heavy Metal style artwork, and the game itself is visually just as impressive. As you maneuver your Red Cadillac through the prehistoric landscape, Brontosaurus lunge from the trees for a Caddy snack, and cross your path frequently. Wild Teradactyls swoop down from the sky, and the road itself is laced with prehistoric hazards and hilly terrain. The car interacts very well with the backgrounds providing the player with a realistic driving environment. Definitely good stuff. I only wish the backgrounds changed more. Other than that, no complaints. Pick it up! -Mr. Goo



WHAT, NO AIRBAGS?



SEGA CD • REVIEW AVAILABLE JANUARY



WATCH OUT FOR THAT...



IT'S LOG!



KID FAN?!



THIS IS GONNA' HURT



SPLURTCH... AAHH!



PANCAKE MODE!



FULL GRAVE



GOT SALT?



OK WHO DUG THE HOLE?



GET OUT OF THE *@%! WAY DINO!



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OK class, the answer is: **Dr. Mario® and Tetris® are together on one brain-frying cartridge.**



That is correct. All that pill-dropping, block-busting **insanity** is now on 16-bit for the first time. All you need is a Super NES® (and a brain, but hey, you've gotta supply that). Is that √Coolsville or what? So you and your bud could go head-to-head on Tetris or Dr. Mario. Or you



©1994 Nintendo of America Inc.™and © 1987 Elorg. Tetris licensed to Bullet Proof Software and sublicensed to Nintendo.©1989 Bullet Proof Software. © 1989 Nintendo. All rights reserved. Original concept, design and program by Alexey Pazhitnov.



could play both in **Mixed Match.** Like you could play Tetris while he plays Dr. Mario. Or you could play Dr. Mario while he plays Tetris. Or he could play Dr. Mario while you yell **"SHUT UP"** since this is getting really annoying. Anyway, to sum it up: there are six new ways to play your two favorites—that's more than you can count on one hand (unless you grew up next to a nuclear power plant).



TWO ALL-TIME PUZZLE GREATS. ONE CARTRIDGE. MAJOR BRAIN SAUTÉ.



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OCEAN • 8 MEG • AVAIL. 1ST QTR • PREVIEW

Actor Kirk Cameron stars in the Horde, the first 3DO to SNES port ever. It is medieval times, and in the main castle, the king's high Chancellor is blabbing off his tales of grandeur as the king begins choking on his feast. The serving boy, named Chauncey, springs forth to perform abdominal thrusts (the now politically correct term for the heimlich maneuver!) and saves the king. In his gratitude, the righteous king grants the homeless lad, who was brought up by a herd of wild cows, the deed to his own land, and the king's own sword, The Grimthwacker. The jealous Chancellor will try any dirty trick he can to claim Chauncey's land.

And now, for something completely different! If the story strikes you as unique, wait till you see the game! This 3/4 view action/strategy is at first a little weird, but after that, it's downright insane! The whole plot revolves around protecting a very small (hopefully not for long) village from a band of small red creatures called the Horde (nasty little beasts that basically eat anything in there path). Plant trees for the cutting and buy cows, which you have to protect, to save enough money for taxes at the year's end. Do a good job and the king may grant you even more land! An engaging plot, and a surprisingly fun game. Between rounds, lie uncivilized cinemas, depicting the Chancellors (and sometimes even the Horde's themselves) evil plot. Sometimes they bring bad news, like a meteor is going to hit your land, and it does! The raddest feature: The Horde splat like tomatoes! Look for a spurting review on the Horde, coming soon.





















ROOKIES!



KAA-BOOM!



POWER-UPS GALORE!



RAZZLE, DAZZLE!

ACCLAIM • 24 MEG

AVAILABLE JANUARY • PREVIEW

TOURNAMENT EDITION

NBA JAM

ACCLAIM



MONSTER JAM!

TOURNAMENT EDITION FEATURES:

- PLAYERS CAN NOW DISABLE WITH SPECIAL MOVES. DISABLED PLAYERS ARE SLOWER AND CAN'T JUMP.
- PLAYER ATTRIBUTES CAN NOW BE UPGRADED FROM 3 TO 99 POINTS.
- THREE DIFFERENT PLAYERS IN EACH TEAM.
- 4 MORE PLAYERS TO CHOOSE FROM, INCLUDING THE "HIDDEN" CHARACTERS.

TOURNAMENT EDITION FEATURES:

- PLAYERS CAN NOW BE SUBSTITUTED AT ANY TIME DURING THE GAME.
- NEW SPECIAL MOVES FOR 24 OF THE PLAYERS.
- CPU CAN NOW "LET YOU HAVE IT" AFTER YOU SCORE A FEW TIMES.
- PLAYER SPEED, TURBO, POWER, AND HEIGHT CHANGED TO REFLECT REAL LIFE STATS.

TOURNAMENT EDITION FEATURES:

- PLAYERS CAN NOW BE SUBSTITUTED AT ANY TIME DURING THE GAME.
- NEW SPECIAL MOVES FOR 24 OF THE PLAYERS.
- CPU CAN NOW "LET YOU HAVE IT" AFTER YOU SCORE A FEW TIMES.
- PLAYER SPEED, TURBO, POWER, AND HEIGHT CHANGED TO REFLECT REAL LIFE STATS.



SHOOTS FOR FIVE?



NEW PLAYERS...

ATTENTION BALLPLAYERS:

DO YOU THINK YOU'VE CONQUERED NBA JAM?

WE DON'T THINK SO.

THIS NEW EDITION WILL PROVE: IT WASN'T THE SHOES.

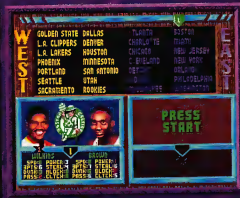
NOW YOU NEED SKILLS!

WE WOULD LIKE TO AWARD THE NBA JAM TOURNAMENT TROPHY.

FIRST YOU MUST DEFEAT ALL 27 NBA TEAMS.

DEFEATING ALL 27 TEAMS WILL ALLOW YOU TO BE MATCHED UP AGAINST SUPER STAR AND SPECIAL TEAMS THAT WILL SHOW NO MERCY!

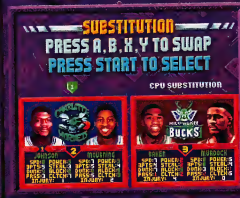
ARE YOU UP FOR THE NBA JAM TOURNAMENT EDITION CHALLENGE? STEP UP AND SHOW SOME SKILL.



AND LAST YEARS TRADES!



PRACTICE THOSE JAMS!



SUBSTITUTION, PLEASE!



CHOOSE UP TO SIX DIFFERENT COMBINATIONS OF YOUR FAVORITE NBA PLAYERS!





















In the past, Ocean has been one of the most prominent movie game makers in the industry. Some have been great, like JP and Addams Family, while others have been, well, not so good, like RoboCop 2. I guess you could say the games have only been as good as the movies... until now at least. Flintstones, the game, is much better than Flintstones, the movie. The visually rich theatrical extravaganza which featured a bad story (at best) and some of the worst acting of all time, has actually spawned a cool game.

The curtain rises with a splendid rendition of the new nineties Flintstones title tune and then it's straight to the action. The game begins with three levels of healthy platforming as you make your way through the quarry. The graphics here are ultra high-res and incredibly detailed. Fred is animated well and is a spitting image of Goodman, neck pouch and all. Fred attacks by throwing rocks or clubbing his victims. He can run, and climbs and hangs just like the Prince of Persia. The control is

























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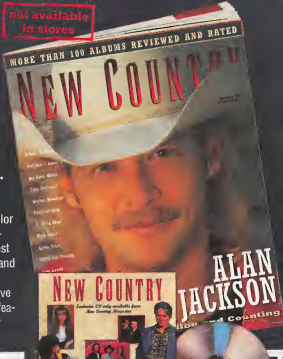
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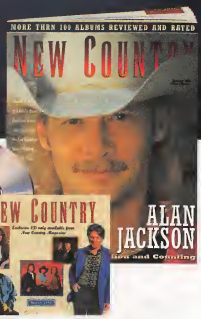
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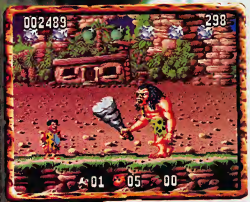




very good and each level is long and requires a high level of memorization, reminiscent of those great NES games of old. Level 2 has you bouncing Pebbles, Bam-Bam, and Dino of the roof of your car. Fortunately the game returns to solid platforming after this odd stage.

In the music dept. The Flintstones delivers a techno-ish jungle beat that plays nicely in the background, allowing the realistic cartoon sound effects to shine through. Virtually every aspect of this game is high quality, with the only soft spot being the high degree of difficulty which I personally embrace. It's all doable, it just takes time to dial-in each entire level. Ocean did the right thing and has included a password feature which, by the way, dawns the most impressive password screen I have ever seen. So there you have it, quality stuff for the SNES from Ocean, coming soon.

-Takahara







Addams Family Values

OCEAN
16 MEG
AVAIL. FEB.
REVIEW









Looking for a little diversity in your role playing?, tired of all those "save the princess" scenarios?, or do you just love fat bald men? Whichever you choose, Ocean's got a game you just gotta' play; Addams Family Values, starring Christopher Lloyd as Uncle Fester, and the entire theatrical cast. As Fester, you are chosen to rescue members of your family by interacting with a crazy cast of characters strewn about the spooky landscape. All of this is done amongst superb sound and, sharp, detailed, well drawn graphics. The designers have spared no expense providing you with a quality action role playing experience.

The overall layout of Addams Family Values is very similar to that of Nintendo's New Legend of Zelda, and therefore, it is a very desirable SNES title. As you progress in AFV, you will encounter large, well animated, monster bosses, who attack differently as they become weaker, and increasingly perplexing situations for Fester to overcome. AFV is not a walk through, as one might expect from a big movie license













What lies ahead...?







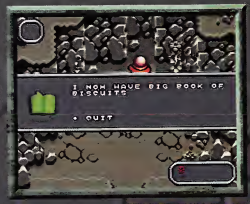
such as this. It is a quality action-RPG that makes you think as you constantly explore. There is no repetition, and the interface is very user friendly. In the FX dept. fog, parallax scrolling, and realistic sound effects like swirling wind are all standard equipment, and there are plenty of items to collect and perplexing puzzles to solve. Take my word for it, if you liked Zelda, you'll like this. I guess that makes this a great game doesn't it?! Be on the look out for this one!

Mr. Goo



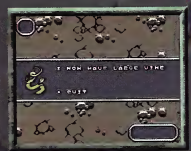








After you find the gate, travel southwest until you see the two statues with switches. Then after that, walk to the right and enter the tomb. There you will find the book. Then work your way to the northeast and find the large vine.







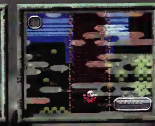


Use the large vine to save Thing. Then travel east, and head into the first door. Work your way through the dungeon until you see the Tree Boss. (The best way to beat him is to pin him against the wall.)











Find the candle in the southwest dungeon. Then travel northwest until you see Wednesday and Pugsley. After talking to them, travel southwest to the bridge. There you will jump down into the next dungeon.



THE JESTER

3D Balz

ACCOLADE
16-MEG
AVAIL. NOW
REVIEW



YOKO GETS A BELT!



POWER THROW



LEFT HANDSTAND KICK



TEE OFF



TURBO THROW

For those of you looking for that high dollar 3D fighting experience, but posses only a 16-bit system, here is your solution, Accolade's Balz, a Virtua Fighter style fighter, featuring characters made of shaded (nicely shaded) spheres. The play field in Balz rotates and zooms just like the real thing, and the game is loaded with humor. The moves in Balz are executed via a mixture of MK and SF2 controller functions and come out easily, but combo's are a non entity. Other moves include; begging for mercy, morph moves, aerial defense moves, taunts, and even explosions. I can't think of another fighter with this much diversity and originality.



Perhaps the best feature, and the one that really makes this game a blast to watch, are the special moves, like Kronk's Lobber Loogie and Tee Off, Divine's Spanking, Crusher's Pummel, Boomer's Jack-in-the-Box, and Yoko's Gas attack. There are eight bosses to be found in the game, an interactive scoreboard, and a truly groovy replay mode you can manipulate on the fly! All this is done with vivid color, next to no slow down and smooth zooming... on the SNES! Impressive huh! I highly recommend Balz to anyone that enjoys a great two player game or is looking for a little diversity in the fighting genre. Mr. Goo



TSUNAMI CRUNCH



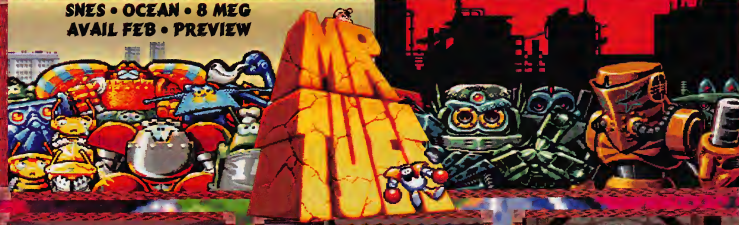
CRUSHER



MONKEY POUNDER



SNES • OCEAN • 8 MEG
AVAIL FEB • PREVIEW





















And now it's time for something totally new. Now that DKC is dying down a little, let us turn our attention to a little droid protecting the Earth from the military droids evil empire, named Mr. Tuff. This mini robo masher is one of the coolest new SNES characters to come along in some time. He's funny just to look at but at the same time he's a total brawler. He doesn't just punch enemies, he totally wrecks 'em with his awesome power. Mr. Tuff also makes good use of the vehicles the designers have laid about, like bulldozers, tanks, and jet powered surfboards. The game is loaded with power-ups that Mr. Tuff actually wears and is full of creativity and diversity. Vacating the dying Earth, the human race flees to the newly discovered planet, Utopia. They leave behind no living things, only domestic droids. With no one to serve they begin to build their new home, but the evil military droids take over, and now it is up to Mr. Tuff, a demolition droid, to take down (literally) their corrupt empire. This game, which should have come out eons ago, features super high-res detailed graphics, mondo special effects, great sound, and some of the best platforming the SNES has ever seen. It's funny that it's been floating around so long (since mid '94) without being picked up. Ocean is now considering releasing it, so we thought we'd give you a little sampling of what is to come. My gosh!, you mean a game without a big license may attempt to come out? What will we do? How will we know what's going on? Hey, maybe after this someone will find Tinhead and release that too! Look for a review on Mr. Tuff next month.

Mr. Goo
















THE GRAVE
WONDER DOG
SEGA
EXPLORE THE SECRET UNDERGROUND IN BUNNYHOP MEADOW!
DOGSVILLE- HOME OF THE BIG BAD BULLDOG... DON'T MESS WITH HIS PUPPIES!
DODGE RAT BIKERS AND WILD RIFLEMAN IN THESCRAPYARD!

LOONEY MOON - YUM-CHEEEESE!









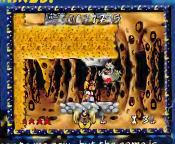
After month's of trying to get Wonder Dog back in to GameFan (we reviewed it in our first issue) I have succeeded, and I got to jump around with my little dog pal once again. For me, Wonderdog will never seem dated because it is the first action/platform I played on CD, and at that time, I thought I had discovered the wheel. The intro seems cheesy to me now, but the game is still just the coolest. If you own a Sega CD and you don't own Wonderdog, throw your Sega a bone and pick up one of the few platformers for the system. Wonderdog, even now, is still better than 90% of the platformers out there. So dig one up! You won't be sorry. E. Storm



FIND THE SECRET MOON MINES!

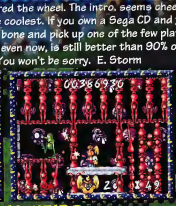














PLANET WEIRD... IS WEIRD











PLANET FOGGIA-NO PLACE FOR A DOG!











PLANET KNINUS... FINISH HIM!











WONDERDOG IS VICTORIOUS!

FACE YOUR DESTINY.



THE FIRST TIME, YOU WON.

THE SECOND TIME, THEY WON.

THIS TIME...THERE WON'T BE A NEXT TIME.

What you are about to experience will either destroy you—or make you a hero. Vader. Jabba. The rancor. The Death Star. The Emperor (yes, the Emperor!). Mode 7 graphics... Your worst nightmare brought to life in a massive 16-meg galaxy far, far away. But don't panic, young Jedi. You get to play five different *Star Wars*® characters, including Wicket the Ewok and Princess Leia. Plus, you've got the Force on your side. Training is over. Prepare to face your destiny!








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RETURN OF THE JEDI

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SATURN • 32-X • JAGUAR • 3DO • ULTRA 64 • PLAYSTATION • NEC FX • NEO GEO

GAMEFAN 32

FIRST HANDS ON TESTS!
SEGA'S SATURN:
CLOCKWORK KNIGHT
VIRTUA FIGHTER
DREAM HOUSE 2
GALE RACER

SONY'S PLAYSTATION:
RIDGE RACER
CRIME CRACKERS
HOT BLOODED FAMILY
PARODIUS COLLECTION

FIRST LOOK:
SEGA'S METAL HEAD
FOR THE 32X

PLUS:
UBI SOFT'S
RAYMAN
FOR THE JAGUAR



EDITORIAL ZONE

Welcome to the most exciting edition of GF32 ever! This has been one of the most joyous weeks in GF history, as the Sony PlayStation and Sega Saturn both came in this past week. There is nothing like that feeling you get when you open the box of a new import system for the first time. That feeling is even greater when it represents the next step in gaming technology, as these two systems do. Over the next 10 months or so, until these systems are released here, we'll be bringing you reviews and previews fresh from our excellent sources in Japan, so that when the time comes you'll know which system is for you. Unfortunately, the NEC PC-FX was delayed until just after our closing date, so we'll be bringing you that coverage in our March issue.

"Until now, I thought the 32 & 64-Bit era had already started, but I think differently now after experiencing these two systems."

Until now, I thought the 32 & 64-Bit era had already started, but I think differently now after experiencing these two systems. Namely, Ridge Racer and Clockwork Knight give me the feeling that we haven't seen anything yet. They both look and feel unlike anything I have ever experienced before... and these are the FIRST games! If you think about the first Genesis titles compared to what is available now, and apply that same logic to these two monsters, the possibilities are scary. I also think that having Sony around may just keep the other guys on their toes. With a machine this good and Sony's awesome marketing power, the PS is the first true threat to Sega and Nintendo. The PS has a vast selection of RPGs in the schedule for '95 as well as some original platformers and shooters, along with big-name arcade ports like DarkStalkers, CyberSled, Starblade, Raiden I & 2 and Power Instinct 2. The words "interact" and "FMV" have not even been uttered, so Sony has obviously heard the cry of hungry gamers aching for the originality that is slowly leaking out of the US gaming scene. The Saturn has an equally impressive lineup, including Shinobi, Ryglord Saga, and Daytona (representing those same three major categories) which are all scheduled for a 1st quarter release.

For more info on both platforms check out this month's preview sections. So enjoy this issue, and get ready for a lot more like it because we can't put this stuff down, and when the time comes, you won't be able to either. See you next month!

TEAM GF 32

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WAR IS HELL

unless you're in a 40-ft. robot with a rocket launcher (then it's kinda cool)



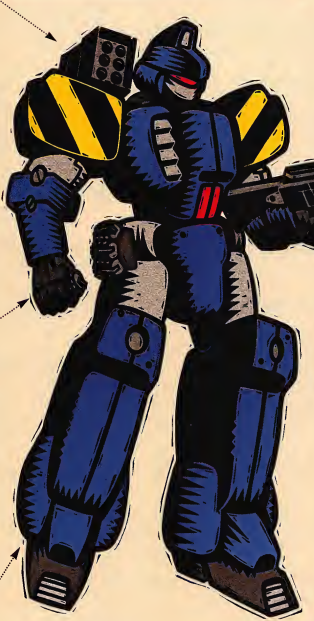
If you don't like the city you're in, use your rocket launcher to level it.



Riddle the Gauntlet helicopters with a couple hundred rounds from your 75mm assault rifle.



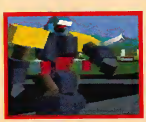
The best thing about the 3D cityscapes and texture-mapped skyscrapers is watching a grenade blow them up.



IRON SOLDIER

No wonder people hate war. You spend days stuck in a trench with nothing more than a wimpy rifle and a bad haircut. Luckily, when you play Iron Soldier on the 64-bit Atari Jaguar, you're not the average grunt. You're the most awesome combat machine ever assembled. Your mission: help the resistance annihilate the evil Iron Fist Enterprises and their army of mechanical soldiers. Your battlefield: 16 different cityscapes. Your arsenal: a stolen 40-ft. robot with enough artillery to wipe out New York City. Use a chainsaw to slice through bridges, a rocket launcher to blow away tanks, and a cruise missle to level entire city blocks. Forget about giving peace a chance. Climb into an Iron Soldier and let the property damage begin.





It's an enemy mech on patrol. If you don't look out, he'll recycle a few of your body parts.



When you weigh 40 tons, one foot stomp can turn a Brassard Tank into scrap metal.



The scenery may change, but your objective won't. Destroy the enemy.

JAGUAR 64 • BIT

DO THE MATH

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CLOCKWORK KNIGHT

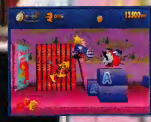
Pepperouchau's Adventure

Being the Sega devotee at GF isn't easy. I've recently had to live through the outrageously bad first driver for the Saturn, Gale Racer. I just kept saying "wait for Clockwork Knight, just wait" thankfully I was victorious in my prediction and have now been vindicated. The fact is, the Saturn is the stuff for side scrollers, while the PS remains the 3-D king. As for Clockwork Knight... THIS GAME IS FREAKIN' UNBELIEVABLE!! Platform gaming has finally entered the next level, and let me tell you, it is truly something to behold. If (like me) you have been praying for something new and original to rekindle your interest in gaming, pray no more, it has arrived!

In Clockwork Knight you assume the role of Tangora De Pepperoucha, a rusty toy knight, in his pursuit to save the kidnapped princess, Chelsea. When Chelsea pops out of the clock on the wall she begins to sing, awakening the world of toys. Pepperoucha kneels before her to plead his love but is challenged by the shining silver knight, Ginger. Oneon de Pepperoucha (our hero's father) suggests a contest between the two for Chelsea's hand. During this flying test of

















skill, Chelsea is kidnapped and our adventure begins.

The game itself is unlike anything I have ever seen. It doesn't just line scroll, it's real. Everything has 5 sides, a front, a left and right side, and a bottom and top. As the foregrounds move vertically and horizontally, this effect is staggering. No other game has ever done this, CK is 100% original and by far the best looking platformer I have ever seen. Playing a flat game after this will be hard. The graphics are the brightest, most vivid and colorful I have ever seen, and the art is nothing short of brilliant. To put it bluntly, for a first game, CK is too good. I am now completely spoiled and will probably never be as impressed again. I just don't see how it can get any better. CK is part one of a two part game, (the second half will be out this February) so it's a little short (eight levels and five bosses). Rather than release a less than perfect game, or delay what would be the Saturn's first big hit, the developers opted to make it a two parter, so very soon you will see the climax of what (for me) will go down in gaming history as the first game that truly represents the next level. Not pretty FMV backgrounds spooling out of memory, or digitized people in funny costumes, just some bad ass hardware, an original idea, and a talented team of designers. I'M IN HEAVEN. -E. Storm



























AFTER TRAVERSING THE INCREDIBLE TRAIN SET IN KEVIN'S ROOM, YOU WILL FACE WHAT YOU WILL THINK IS THE GREATEST BOSS IN THE HISTORY OF VIDEO GAMES. WELL, IT WOULD BE IF NOT FOR THE SHOCKING FINAL BOSS DISPLAYED ON THE LAST PAGE OF THIS LAYOUT. THIS MASSIVE TRANSFORMER ATTACKS, MORPHS, THEN FLIES WAY BACK IN TO THE BACKGROUND. EVERYTHING SCALES PERFECTLY PROVIDING AN EFFECT UNLIKE ANY YOU HAVE EVER EXPERIENCED! AVOID HIS AWESOME ATTACKS AND WITNESS A GREAT EXPLOSION, THEN IT'S ON TO THE KITCHEN.



























IF YOU CAN STILL THINK STRAIGHT AFTER WITNESSING THE EFFECTS IN THE KITCHEN, HOLD ON TIGHT, BECAUSE THIS WILD LITTLE FREAK IN A POT IS ONE NASTY ENEMY. HE'LL EXPOSE HIMSELF BRIEFLY AND THEN TAKE HIMSELF AND HIS POT ON A RADICAL SCALING RIDE... AIMED AT YOU! KILL HIM AND WATCH HIM FLY!























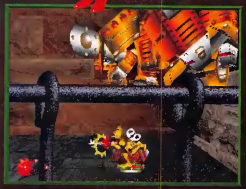







THE ATTIC IS A MUCH TOUGHER AREA THAN THE PREVIOUS THREE. IF YOU MAKE IT THROUGH, GET READY FOR ANOTHER GREAT SHOW AS THE AMAZING BOSS CREATURE BREAKS THROUGH THE FLOOR SENDING YOU BOTH TO A THRILLING CLIMAX. PLAY ON EASY AND THE GAME ENDS HERE...



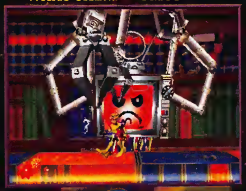



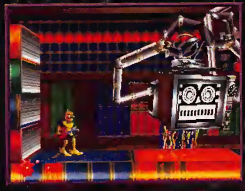


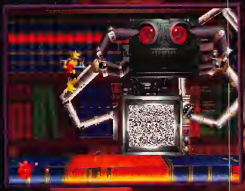


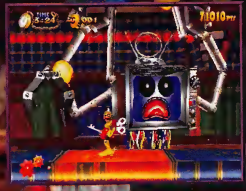
THAT WAS CLOSE... CHELSEA! WHAT THE?... I MUST SAVE HER!... MY FINAL BATTLE AWAITS







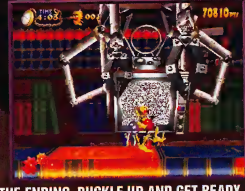












PLAY THE GAME ON NORMAL OR HARD AND AFTER WITNESSING WHAT YOU THINK IS THE ENDING, BUCKLE UP AND GET READY FOR THE GREATEST BOSS OF ALL TIME! THIS HUGE MECHANICAL BEAST WILL IMPRESS YOU TO THE POINT OF DISBELIEF! THIS IS WHERE THE SATURN ROCKS OVER EVERY OTHER NEW SYSTEM! DEFEAT THIS MONSTER AND SIT BACK, YOU'RE ABOUT TO ENJOY A FIVE MINUTE ENDING COMPLETE WITH A LOUNGE ACT! 64-BIT IS HERE! FEEL THE POWER!



TO BE CONTINUED...



Legend:
F - Tap Forward
B - Tap Back
DB - Tab Down-Back, etc.
P - Punch (B Button)
K - Kick (C Button)
G - Guard (A Button)
? + ? - Press ? and ? together
Hold - Hold for half a second

About a year ago, after playing Virtua Fighter for the first time in Las Vegas at Sega's Virtuland arcade, I truly thought it would be years before VF could be translated to a home format. But here I am, a mere 5 programming months later, playing Virtua Fighter on my Sega Saturn. How is it? It's amazing. Unfortunately, it isn't a perfect arcade translation... the characters have no fingers or toes, there are less polygons used, and, during certain replays and winning scenes, the game glitches or flicks out maddeningly (this will be corrected when the game is released here) . But how can I complain? As I just said, AM2 programmed VF in just five short months, half the time it takes to program your average game, and on unfamiliar hardware, no less! For those of you who aren't familiar with Virtua, the game featured eight characters equipped with decidedly un-fighting game specials... straightforward punches and kicks accomplished with insane controller movements like "Forward, Forward, Punch + Kick, Punch, Punch, Down-Forward, Kick + Guard, Kick." Needless to say, very cumbersome for a bread-and-butter fighting game fan like myself. Perhaps this is why the game wasn't as well-received in the US as it was in Japan, where it still enjoys a top-five slot on the fighting game popularity list.



To be totally honest, I dislike the game, but the visuals are what kept me playing. VF is almost totally 3-D. It would of course be impossible to make an utterly 3-D fighter, as a regular control stick just wouldn't allow it, but VF gets the job done with most of the 3-D movement occurring during periods of play in which the player has no control, like when he's down, jumping, or in the middle of a fearsome combo. The 3-D in the Saturn version is impressive to say the least, but, in comparison to the 16-Bit arcade version, it doesn't *quite* cut it. Why? The polygon count is minimal, the ring occasionally glitches out, and the whole thing looks so... unfinished. I must stress I'm not complaining, just laying down the facts.







Akira Yuki

Chuuken - F, F, P+K.
Migi Tankyaku - F, F, K.
Renkantai - F, F, K, K.
Doppo Choshitsu - F, F, K+G.
Rimon Chochu - F, F, P.
Mokoko Hazan - Hold D, F, P.
Joho Chochu - F, P.
Sokaho - DF, P when enemy is down.
Tetsu Zan Ko - B, F, F, P+K.
Toshin Sotai - B, P when close.
Shin'iha - DB, F, P.
Yoshi Senrin - B, DF, P+K.







Lau Chan



Soken Semputai - P,P,K.
Renkan Tenshin Kyaku - P, P, P, K.
Renkan Tenshin Sokyaku - P, P, P, Hold D, K.
Renkan Haiten Kyaku - P, P, P, UB, K.
Renken Sempuga - P, K+G.
Renken Ensen Shu - P, Hold D, K+G.
Shajosho - Hold DF, P.
Rensho Sempuga - Hold DF, P, K+G.
Rensho Ensen Shu - Hold DF, P, Hold D, K+G.
Shakasho - DF, P.
Chusui - F, F, P when close.
Chugeki - F, P.
Taitorisen Kyaku - K when enemy is ducking close.
Rekka Kosen Kyaku - UF, K.
Sempuga - K+G.
Ensen Shu - Hold D, K+G.
Kokyaku Haiten - UB, K.
Risentai - UB, UB, K.
Tenshin Hainsho - B, F, P when close.
Ryusha Senten - B, P when close.







The control is awesome for what it is. Everything moves at a startling 30 frames per second, and the music is extremely well-arranged. As the showcase Saturn game, VF falls a tad short, but it is an excellent preview of what the system is capable of. Remember, these programmers are totally unused to programming in 32-Bit RISC Assembly, and they were rushed. In a little over a year's time we'll be getting Virtua 2, and by then I'm sure the programmers will have gotten the system down, but for now this CD is well worth the purchase.

-Nick Rox







Pai Chan



Soken Sempu Tai - P, P, K.
Renkan Tenshin Kyaku - P, P, P, K.
Renkan Tenshin Sokyaku - P, P, P, Hold D, K.
Renkan Haiten Kyaku - P, P, P, UB, K.
Renken Sempuga - P, K+G.
Renken Ensen Shu - P, Hold D, K+G.
Chusui - F, F, P when close.
Sempuga - K+G.
Ensen Shu - Hold D, K+G.
Taito Risen Kyaku - When enemy is ducking close, K.
Haiten Kyaku - UB, K.
Rai In Sho Da - DF, P.
Risen Tai - UB, UB, K.
Sempu Enjin - B, F, P when close.
Rasen Ansho - B, P when kicked to the head.
Ensen Hairyu - B, P when punched to the head.
Tenchi Toraku - F, D, P when close.
Toshin Insho - F, F, P+K when close.

Wolf Hawkfield



Sonic Upper - DF, P.
Vertical Upper - Hold DF, P.
Knee Blast - F, K.
Axe Lariat - F, F, P when close.
Shoulder Attack - B, F, P when close.
German Suplex - P+G when behind enemy.

Bodyslam - F, P when close.
Splash Mountain - DF, Hold DF, P+K when close.
Giant Swing - B, DB, D, DF, F, P when close.
Double-Arm Suplex - DB, P+K+G when enemy is ducking close.






Jeffry Mcwild

Double Upper - DF, P, P.
Elbow Upper - F, F, P, P.
Toe-Kick Hammer - D, K, P.
Jump Hammer - At the hight of your jump, P.
Jumping Knuckle - At the low point of your jump, P.
Knee Attack - F, K.
Vertical Upper - Hold DF, P.
Elbow Hammer - F, B, P.
Backbreaker - P+G when behind opponent.
Power Slam - F, P when close to opponent.

Body Lift - B, B, P when close.
Splash Mountain - DF, Hold DF, P+K.
Toe-Kick Splash - D, DF, F, P+K+G when close.
Iron Claw - D, P when enemy is ducking close.
Power Bomb - DF, P+K+G when enemy is ducking close.
Machinegun Knee Lift - D, F, K when enemy is ducking close.








Kage Maru



Ressho Kyaku - P, P, K.
Sandan Urageri - P, P, P, K.
Sandan Fujin Kyaku - P, P, P, UB, K.
Hijiuchi - F, P.
Tsumuji Geri - Hold D, K+G.
Fushin Hizageri - Hold D, F, K.
Suisha Geri - UB, K.
Sempu Geri - B, B, K.
Sempu Inshu - UB, UB, K.
Kyuei Kyaku - F, F, K.

Kaiten Shizuri Kyaku - B, DB, D, DF, F, K.
Koten Shizuri Kyaku - F, DF, D, DB, B, K.
Rairyu Hisho Kyaku - F, F, P+K+G.
Rakuyo Sempu Dan - When close, Hold UF, K.
Hora Gasumi - P+G when behind enemy.
Koen Raku - B, P when close.
Katana Gasumi - P+K+G when close.
Kage Kasumi - B, F, P when close.

Sarah Bryant



Punch Side-Kick - P, D, K.
Double-Punch Snap Kick - P, P, K.
Rising Knee Combo - P, P, P, K.
Somersault Combo - P, P, P, B, K.
Rising Kick Combo - P, P, P, U, K.
Straight - F, F, P+K when close.
Rising Elbow - F, P.
Double-Joint Pad - F, P, K.
Knee Kick - F, K.
Double Step Knee - F, K, DF, K.
Toe-Kick Side - D, K, K.
Mirage Kick - Hold DF, K, K, K.
High Kick Straight - K, P.
Somersault Kick - UB, K.
Jackknife Kick - DF, K.
Rising Knee - Hold D, F, K.
Dash Knee - F, F, K.
Leg Slicer - Hold Down, K+G.
Escape Roll Kick - UB, UB, K.
Backdrop - P+G when behind enemy.
Neckbreaker Drop - F, F, P when close.






Jacky Bryant

Punch Low Spin Kick - P, D, K.
Double-Punch Snap Kick - P, P, K.
Back-Knuckle Combo - P, P, B, P.
Elbow Spin Kick Combo - P, P, F, P, K.
Straight - F, F, P+K when close.
Double-Spin Knuckle - B, P, P.
Spinning Arm Kick - B, P, K.
Spinning Low Spin Kick - B, P, D, K.
Toe Kick Side - DF, K, K when close.
Knee Kick - F, K.
Somersault Kick - UB, K.
Toe Kick - D, K.
Dash Hammer Kick - F, F, K.
Spinning Kick - K+G.
Leg Slicer - Hold D, K+G.
Double Spinning Kick - K, K.
Escape Roll Kick - UB, UB, K.
Face Crusher - P+G when close.
Neckbreaker Drop - F, F, P when close.









Arcade → Saturn




GALE RACER

SATURN • SEGA OF JAPAN • CD-ROM
AVAIL. NOW JAPAN • REVIEW





AREA 1: THE WEST COAST



1-1 LOS ANGELES | 1-2 MOJAVE DESERT | 1-3 LAS VEGAS

Gale Racer (known in these parts as Rad Mobile) is one of the first arcade ports released for the new Sega Saturn. System 32 games translate quickly and easily onto the SS, sometimes too quickly as a matter of fact, as (in my opinion) is the case here. Why Rad Mobile in the first place, and not Power Drift or Galaxy Force, is beyond me... they are both better games.

Bear in mind during this review that this game was totally rushed to make it out simultaneously with the system launch, and is nothing more than a time-killer for anxious Japanese gamers. There will be those that come out of the woodwork whenever a new platform is launched, who will judge the system based on this unpolished product. Realize the Saturn just came out. Can you judge the Genesis by Altered Beast? 'Nuff said. Beware of boneheads. When released here in the States later this year, the game will be completely repaired to mimic the arcade game perfectly, according to SOA.

AREA 2: THE ROCKY MOUNTAIN RANGE



2-1 PROVO | 2-2 SALT LAKE CITY | 2-3 ROCKY MOUNTAINS

AREA 3: THE GREAT PLAINS



3-1 CHEYENNE



3-2 LINCOLN



3-3 OMAHA



3-4 KANSAS CITY

AREA 4: THE MID-WEST



4-1 ST. LOUIS



4-2 SPRINGFIELD



4-3 CHICAGO

In Rad Mobile, as the Gale Racer, you make a beeline across the entire United States, through rain, fog, day and night, from LA to New York, while avoiding oncoming traffic, dodging the heat, and trying to stay ahead of your rival and the clock.

Gale Racer starts out with an impressive CG introduction that is almost too ambitious. They must have spent a ton of time on this beauty, when they could have been cleaning up their graphics. From there we go straight to the arcade, with that old-style "leg" scaling and less-than-impressive "I can see you" redraw. Adding insult to injury is the fact that the programmers don't even do this well. It's as if they simply ported it, and then completely dropped the ball. There has been no clean-up, and the game has a rough, unfinished feel because of it. Hey, maybe they came down with the 'flu after they finished the intro.

The game is, of course, still fun to play and has its moments of glory, but overall GR never really measures up to the coin-op. The music is great, and with the Saturn's 32 sound channels it comes through as crisp as a fresh Dorito, (you can turn the engine sound down in the option screen) and the control is dead-on. I played the game all the way through and kind of enjoyed it, but with Daytona (which I hear is near-perfect) just around the corner, and Ridge Racer blaring out of every office here at GF, it was hard to stay tuned-in very long. Since the mascots change every hundred (from Sonic, to Tails, to Metal Sonic, to Dr. Robotnik, etc.) I felt it my duty to become a true Gale Racer. I did, and found out that the ending is as good as the beginning. If only the middle was as good, this could have been a great sandwich. Instead, I am left with only the bread... and maybe a little Mayo to wash down my Dorito. PS. This article in no way endorses the consumption of Doritos® brand corn chips or mayonnaise as a soft drink alternative. It must be getting late... Mr Goo

AREA 5: THE RUST BELT



5-1 INDIANAPOLIS



5-2 CINCINNATI



5-3 COLUMBUS

AREA 6: THE EAST COAST



6-1 PITTSBURGH



6-2 WASHINGTON



6-3 PHILADELPHIA



6-4 NEW YORK





DREAM HOUSE 2



THE HUNTER

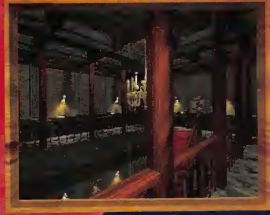
SATURN • SOJ • CD-ROM
AVAIL. NOW JAPAN • REVIEW

WILL YOU MAKE IT OUT ALIVE?

PANDORA

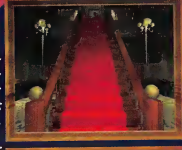














IT IS A DARK AND GLOOMY NIGHT. THE LIGHT OF THE FIRST FULL MOON SHINES THROUGH THE DISMAL FOG THAT ENSHROUDS IT. SUDDENLY, A MANSION MATERIALIZES ATOP OF A HILL. THE HOWLING WIND SUDDENLY TURNS INTO THE SOUNDS OF SOULS WAILING IN TORMENT. AS YOU PROCEED, THE TALE OF THE MANSION BEGINS.....

WHEN THE FIRST VERSION OF THIS GAME CAME OUT ON THE MEGA CD A YEAR AGO, I WAS REALLY IMPRESSED ON HOW ORIGINAL AND INTRIGUING THE STORYLINE AND GAME PLAY WAS. NOW, ALMOST A YEAR LATER, THE SATURN HAS ITS OWN VERSION. IT DOES HAVE THE SAME CONCEPT AS ITS PREDECESSOR, BUT WITH ALL NEW RENDERED ROOMS AND ITEMS, A NEW STORYLINE, AND UNBELIEVABLY SMOOTH CINEMAS, THIS GAME IS TOO GOOD TO PASS UP! AS YOU WALK THROUGH THE ROOMS AND HALLWAYS OF THIS EERIE MANSION,THE STORY UNFOLDS AS YOU TALK TO THE PEOPLE THAT HAVE TRADED THEIR SOULS IN FOR IMMORTALITY. ONE CATCH THOUGH..... YOU CAN NEVER LEAVE THE MANSION!



THE PEOPLE IN THE MANSION ARE PEOPLE WHOM HAVE SEEKED REFUGE FROM SOCIETY. SOME HOW, SOMEONE IN THE MANSION IS PLOTTING AGAINST THEM TO DESTROY IT FOR THEIR OWN PURPOSES. YOU MUST STOP THEM BEFORE ITS TOO LATE! YOU INTERACT WITH THE SOULS AS YOU HAND THEM ITEMS, AND ANSWER QUESTIONS FOR THEM. THERE ARE EVEN MULTI-ENDINGS DEPENDING ON HOW YOU PLAY THE GAME! SO THERE IS NO RIGHT WAY OR WRONG WAY. JUST TRY TO ANTICIPATE THE SUSPECT'S NEXT MOVE.

GRAPHICALLY, THIS GAME IS 100% SHEER DELIGHT! IT'S AS SMOOTH AS WATCHING THE LAWNMOWER MAN ALL OVER AGAIN ON CD! THE MUSIC IN DH2 WILL SEND SHIVERS DOWN YOUR SPINE AS YOU LISTEN TO THE PALLID MEDLEYS OF THE MANY SOULS YOU SPEAK TO. IF YOUR'E INTO A REAL SUSPENSEFUL GAME, AND YOU WANNA' GET SPOOKED 'TIL YOU WIZ IN YOUR PANTS, PICK UP DH2 FOR THE SATURN! OH, ONE MORE THING.... DON'T PLAY IT ALONE! -WAKA









E. STORM'S SATURN PREVIEWS

PANZER DRAGOON





This is one game that really shows what the Saturn can do! PD lets you feel what floating on a dragon's back would really be like with its realistic animation. The backgrounds are super detailed and change right before your eyes! The ultimate 3D Saturn game is coming this March!











RYUKORD SAGA

Experience a virtual 3D Strategy/ RPG for the first time on the Sega Saturn this spring. RPG fans will gasp with pleasure when they see this game move. It is truly amazing!













SHINOBI

One of the most popular series in Sega system history is back with digitized characters, for the most realistic platformer ever created. Here's the latest screens of Shin Shinobi Den.

DAYTONA

Mr. Yu Suzuki guaranteed us that he wouldn't let us down with Daytona! Many think this is the game that will make or break the system. I don't know if I'd take it that far but a perfect version would be awful nice.















PEBBLE BEACH

This popular golf game will be more realistic than ever on the Saturn. Recent reports from the developers state that you can see further down the fairways and the game is much smoother and faster than the original. We'll see. I haven't played a good golf game since Arnold Palmer.





VICTORY GOAL

Texture mapped polygons meet the Soccer genre in Sega's own Victory Goal this January.We'll review this one next month!





VAN BATTLE

Bloody but beautiful graphics come to life in Van Battle. Most of the characters in Van Battle are rendered beasts, while the humans in the game are digitized. The game features multiple endings and extraordinary play fields. Little else is known at this time. VB is due this Feb.We'll have a splurtching review, for sure.



SPACE HARRIER



SEGA • 32X • 16-MEG AVAIL NOW • REVIEW







GET READY!





















I remember, as a kid, walking up to the corner liquor store and spending all my allowance on Space Harrier. I tell ya, I played that game EVERY DAY. I had it completely mastered. A couple years later I got my Master System, and one of the first games was Space Harrier. Of course the translation wasn't perfect, but it was the best money could buy, and it sure saved me alot of pocket change! Later came Space Harrier 3-D, one of the few games that used the Master System's bitchin' liquid crystal 3-D glasses. Both I played often with much rapture. Then, on December 25th, 1989, I was introduced to the Genesis via Space Harrier II - surely one of the best Sega games ever.

As you can see, I am a huge Space Harrier fan, and when I heard one of the first games for the new 32X would be the original SH, I was overwhelmed with great joy, and then when I heard Sega of America dropped it from the US 32X lineup, I was mightily depressed... not only because millions of Americans would be deprived of one of Sega's best games, but because I thought sure that the Japanese and American 32X's wouldn't be compatible (They actually are, by the way.) Luckily, Sega of Canada picked Space Harrier up and they're distributing it in the US, but it's in short supply. Even large chain stores only received two or three copies.

If you've never played Space Harrier, it's incredibly fun even today. The game consists of this little guy running around with a big ol' bazooka in fully hardware-scaling environments, blasting through 18 stages of vintage joy accompanied by truly great, 80's tunes. What more can I say... this is an utterly perfect port of one of the most ground-breaking, milestone, ahead-of-it's-time (it's taken nearly ten years to do it justice!) arcade games ever, with all it's advantages and disadvantages, such as explosions, scenery, or even your character hiding bullets, and the extremely unfair placement of obstacles intact. However, if you're searching for some nostalgic, 80's joy, Space Harrier 32X is waiting!

-Nick Rox







METAL HEAD





SEGA • 32X • 24-MEG

AVAIL. JANUARY • PREVIEW



It is five years after the establishment of the World Federation, yet strife and Civil War are still on the rise.



by the International Special Armed Forces, part of the Federation Police.



METAL HEAD quickly proved its efficiency, which caused the over militarization of the countries of the Federation.



With several fully armed mechs, the terrorists soon overtook an entire country.



"METAL HEAD troopers, the terrorists are all yours! Demolish them, and regain the capital."



Here at the offices of GF, as the mail pours in, the Postmiester has received many letters regarding Sega's new 32X. The system is selling very well, but is receiving mixed reviews. Almost everybody is disappointed with the sound, and many seem less than impressed with the first few games. Of course, this is inherent of any new system, but is even more so with the 32X. People are waiting to see those two SH2's do there stuff.



Enter Metal Head, a fully texture mapped 3-D adventure that puts you in the cockpit of a huge Mech. with four impressive viewpoints. This is by far the most impressive game for the new system so far (and wait 'til you see what's coming!).

The game starts out with a lengthy intro. which is fully narrated in clear (though digitized) voice. From there it's on to the options screen where you can select your difficulty, adjust the speed of the soundtrack, (which is surprisingly good for the Z-80) and choose either a full motion or standard graphic commander. The game itself revolves around the possible overtaking of the world by an evil terrorist organization. Your commander will guide you through each area describing mission objectives as you liberate each city and area, throwing a major wrench into the terrorists plans. Hey, screw 'em, we don't deal with terrorists!



MH is extremely diverse and never gets repetitious or boring. Each mission has a specific objective causing the player to think differently in each level. So the game play is there. The action itself is the best of its kind, so far. By double tapping, your Mech. can speed along on wheels, so gone is the monotonous clanking around usually associated with these types of games. You can actually chase speeding targets, changing viewpoints along the way with a flick of a button. Once your target is in sight, choose one of several weapons
























MULTIPLE VIEWPOINTS!













that you can obtain between levels, and watch the enemies die in dramatic form as the bullets spray from your mech's arms.

The scaling in MH is ultra smooth, nicely drawn and detailed, and completely texture mapped, unlike Iron Soldier on the 64-bit Jag. MH was about 70% complete at press time and will be ready for delivery in mid January. I'll be back with a review in the next issue. Until then, hold on to that 32X, Sega's just getting started.

-E. Storm























ORIGINAL ARCADE MODE!











In all my years of playing video games, I have never experienced a game as perfect as Ridge Racer. It's just that simple... in my opinion, Ridge Racer has got to be the best non-RPG home game ever made, and I, as a rule, dislike driving games. What could possibly be so amazing about it? I'm really not sure... it's impossible to put into words. What I am sure about, however, is that I've been playing RR almost non-stop for the past 48 hours and I never got bored.

If you've never played Ridge Racer before, the game may seem boring: You drive a car around one track... but what a track it is! The entire course is rendered in hundreds of thousands of godlike, glorious texture-mapped polygons, creating a beautiful, 100% 3D environment within which you can basically drive anywhere in 30-frames-per-second joy. The effect has to be beheld to be fully comprehended, but the closest thing I can liken it to is... well, driving a car, but not just the perfect feel and con-













BEHIND THE CAR RACING, EXCLUSIVE TO THE PLAYSTATION RIDGE RACER!

















BEAT THE GAME AND RACE BACKWARDS!



















GO AHEAD... LOAD! ***SET UP IN STYLE!*** ***POLYSMALLS!***



trol... the way everything looks. The 3D in this game is so shockingly perfect so as to truly suspend disbelief.

The sound, too, is awesome... the music is all extremely hard-core, excellently-composed techno, and the game (which, by the way, never, ever loads... you can actually pop out the RR CD, put in your own and play the game to your fave tunes) has literally dozens of impressive, albeit lame comments from the announcer such as "Whoa!! That was a great counter! You must be one genius of a driver... you've gotta teach me!!" and "Great job!! I got everything on camera so you'll watch it later, huh?!? You're the greatest!!"

What you've just read and these still shots don't even nick the surface of how brilliant Ridge Racer is. The only flaws are the lack of tracks and the incredibly annoying announcer's comments, but these are very minor. Sadly, the PlayStation is only available in Japan at this time, so if you can track down an import system, please do... never before have you witnessed, heard, or played a game this spectacular. *-Nick Rox*









"I GOT EVERYTHING ON CAMERA SO YOU'LL WATCH IT LATER, HUH!?"





















CHOOSE FROM 12 DIFFERENT CARS?













RIO RANDO TORATARO









PLAYSTATION
TECNOSOFT

HOT BLOODED FAMILY

AVAILABLE NOW JAPAN
REVIEW



Not being too fond of 3-D games, I waited with bated breath for the first traditional 2-D action game for the PlayStation, Nekketsu Oyako. When the PS finally arrived, it was the first game I put in, and I was immediately disappointed... the game looked no better than a Neo brawler. Fortunately, it controlled well, so I stuck with it. What I was left with after finishing the game was an extremely standard Final Fight clone with some truly amazing effects, but little else...

In Nekketsu Oyako, which translates loosely to Hot-Blooded Parents & Children, you can assume control of one of three characters: Rando Higino, Rio Higino, or Torataro Minowa, who are trying to save their kidnapped mother/wife from the evil forces of Big Black. In true Final Fight-clone fashion, one of the fighters is very slow, one is quick and one is balanced. Each character has an assortment of special moves accessed with Street Fighter combinations, and one very impressive ultra-attack that fills the screen with many a transparent explosion, lightning bolt, or other keen effect.

The graphics are what nearly save Hot Blooded. Many non-traditional effects are used, like polygonal signboards, extraordinary color-cycling plumes of lava, the pulsing innards of a whale, and transparent clouds, flames, and windows galore. The animation, however, is simply inadequate when compared to the scenery, and much of the art is actually pretty bad. To the game's credit, however, the cinemas are very, very good, with very smooth animation and good artwork.

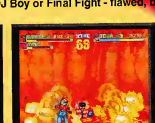
Nekketsu's music is passable, with much of it having an 80's arcade game sound. The tunes actually use the PS' 24-channel sound hardware, unlike the other three initial offerings, and it seems more than capable of handling great music even when compared to Saturn's monstrous 32-channel music setup. The CD features some speech, but most of it is so annoying or lame as to make you desire to trash your newly-acquired super system.

Nekketsu Oyako (suitably initialed NO) is a fair PS title, it definitely proves the system can handle good 2-D games, but why didn't Tecnosoft do what they do best?, a shooter. I'd like to think of Nekketsu Oyako as the PlayStation's DJ Boy or Final Fight - flawed, but a great preview of what's to come. *-Nick Rox*











HOT BLOODED IS LOADED WITH GREAT SPECIAL EFFECTS!







TWO GAMES IN ONE! PARODIUS 1 & 2!















PLAYSTATION
KONAMI
AVAIL NOW
JAPAN
REVIEW











I seem to be part of a dying (or already dead) breed: I love shooters. Are there any shooter fans left? According to American companies, the answer seems to be 'No': I can think of only four shooters that were released in '94. Fortunately shooter fans have, the PlayStation is looking mighty appealing. Games like Raiden Project, Solvalou, Galaxian3, Philosoma, Nightstriker, Starblade and this game, It's Ultimate Parodius!!, are making the system a shooting gamer's dream.

So, how is the first shooter for the PlayStation? It's excellent. Is it all I could have hoped for and more? Not entirely, but let me explain: this CD is a perfect translation of two arcade games, Ultimate Parodius and It's Parodius!!, that ran on dated hardware... nothing even compares to Sony's joy-infused 32-Bit powerhouse. To be honest, these graphics probably could have been done on the SNES. What sets this game apart from the 16-Bit versions of the same titles is it's incredible high resolution, excellent arranged tunes, massive boss sprites and a virtual lack of slowdown.

It's Parodius!! which was released in Japan in 1990, was a hilarious parody of Konami's own Gradius, featuring the same style of self-upgradable power-up bar except with condoms instead of energy shields, and hyper-cute rocket punches instead of missiles. Whereas you fought cruel, metallic alien forces in Gradius, the opposite applied to Parodius: your enemies consist of fiendish pen-

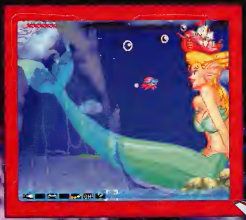














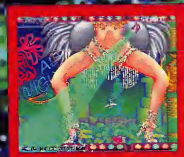




guins, evil American Eagles, sultry disembodied lips, sinister cherubic pigs, Vegas showgirls and even Easter Island idols. Player characters were equally bizarre... you could choose from a cute 3D version of the Vic Viper, an octopus, a penguin or Konami's trademark Twinbee.

Needless to say, the game was wildly popular and spawned several home versions for the Famicom, Super Famicom, Gameboy and PC-Engine. A sequel seemed imminent, but was not released until early 1994. Ultimate Parodius was a worthy sequel to it's predecessor, but it ran on virtually the same hardware. Basically, Ultimate added more of the same wackiness but featured many of the same enemies and player character as It's Parodius!!

The PlayStation version of Parodius is a perfect conversion of these two arcade games, with the main difference being the addition of excellent arranged tunes from (of all the choices for a shooter soundtrack) the Nutcracker Suite. The shooting action itself is actually quite hard, a strange contrast to the game's cuteness and surrealism. If you're searching for a severely, er, different shooter, than go for It's Ultimate Parodius!!, but I wouldn't buy a system over it. -Nick Rox





















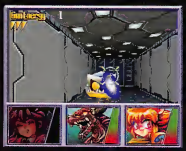






























CRIME CRACKERS

PlayStation

PLAYSTATION
SONY
AVAILABLE NOW JPN.
REVIEW



I must begin by saying the Sony PlayStation is the most powerful force I have ever had the pleasure of laying my hands on. Now on with our show. Welcome to Sony's first 1st person Action/RPG, Crime Crackers. In this game you and your two fellow Crime Crackers will travel through the corridors of several space stations searching out and destroying rebel space pirates, ultimately destroying their leader and returning peace





















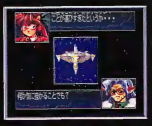




















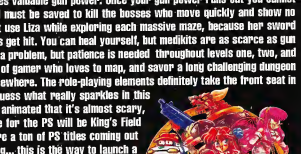




to the galaxy. The corridors in which the game takes place are fully texture-mapped (floor and ceiling included, thank you very much) and light-source shaded. The scaling in Crime Crackers must be seen to be believed. It's as smooth as a baby's butt and there is next to no pixellization. The enemies within the game are texture-mapped as well, and although they don't change frequently enough, you'll never get tired of looking at them.

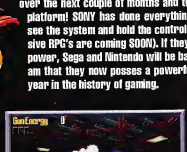
Now, let's talk about gameplay. Using your weapons too quickly to annihilate nasty space beasts uses valuable gun power. Once your gun power runs out you cannot attack (uh-oh). There are gun-power capsules placed throughout each level, but they're scarce, and must be saved to kill the bosses who move quickly and show no mercy. You will need max gun power and special attacks for almost all of them. Therefore, you must use Liza while exploring each massive maze, because her sword attack is unlimited. The problem is, she can only strike when close to an enemy, so you almost always get hit. You can heal yourself, but medikits are as scarce as gun power ups. As you progress in the game your Gun Power goes up, so this eventually becomes less of a problem, but patience is needed throughout levels one, two, and three. Basically, you need to know each level like the back of your hand to clear it. If you're the kind of gamer who loves to map, and savor a long challenging dungeon adventure than you will love this game. But if you're looking for a 'Doom' style shooting feast, look elsewhere. The role-playing elements definitely take the front seat in Crime Crackers. the tuneage in CC is excellent, it repeats over and over so this is a good thing. I guess what really sparkles in this game, when all is said and done, is that for a launch title it is quite spectacular. The bosses are so animated that it's almost scary, the 3-D is ultra-smooth, and the overall game is tight and well thought-out. The next 3-D adventure for the PS will be King's Field which we'll review next month. That's another thing, there are a ton of PS titles coming out over the next couple of months and they all look amazing... this is the way to launch a platform! SONY has done everything the right way, from the hardware (when you see the system and hold the controller you'll almost pee) to the choice of titles (massive RPG's are coming SOON). If they continue along these lines, with their marketing power, Sega and Nintendo will be battling for 2nd place! I cannot tell you how happy I am that they now possess a powerful game machine. '95 is going to be the greatest year in the history of gaming.

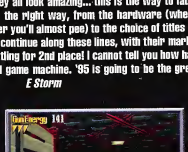
E Storm



AMELIA DRANN LIZA

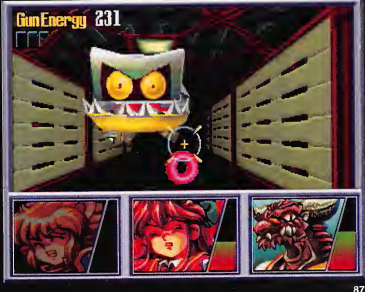












E. STORM'S PLAYSTATION PREVIEWS









TOH SHIN DEN

It's almost time! I'm writing this on Dec. 20th and Hyper Solid (Toh shin den) comes out January 1st!. This ultra texture mapped virtua fighting style game, features massive super moves and phenomenal camera angles. We'll have a complete move guide on Takara's Hyper Solid, next month! Watch out VF2!









MOTOR TOON GP









Mere words cannot describe how completely awesome Motor Toon GP is. The game came in the day we closed and when I played it for the first time I nearly wizzed! The game is completely off the tracks, has 5 camera angles, features GP, Time Attack, and Two Player mode's and the smooth Gourad shaded graphics are truly a sight to behold. When it comes to racing the PS is the ultimate power! I will do many pages on MTGP next month.

TWIN GODDESSES





Twin Goddesses features MK style digitized fighters vs. Darkstalkers style animated fighters! Look for a complete review next month.

ARC THE LAD





Would you look at this. Now this is Role Playing! Arc the Lad is set up similar to Shining Force... I want it! I'll review ATL in March.







KINGS FIELD

Kings Field came in with Motor Toon right at the close, so I just started playing, but it seems like the ultimate-real-time dungeon RPG of all time... and it's the first one for the system! Next month is going to be a total Playstation fest!

BUBSY in FRACTURED FURRY TALES







Jag owners aren't exactly weighed down with action/platform titles these days, in fact, Zool 2 (which was just released) is the only one available besides the tale you see here. Fractured, Furry tale that is. Bubsy fans were no doubt let way down with the release of Bubsy 2, which was one of 94's biggest catastrophes. Bubsy on the Jag is better than that, but still, is far from coming anywhere near 64-Bit Interactive Multimedia. One look at Clockwork Knight will clarify that. What this is, is a redesigned version of the first adventure, with more color, (lots more) better music, and more levels. Not that this game is as good as the first Bubsy, it's not. Not in execution at least. Bubsy himself starts out painfully slow. He eventually gets going, but once you hit the brakes, you must once again, lumber slowly to a trot. The overall control is horrendous and somewhat glitchy. The levels are cleverly laid out and quite vast, but offer little in the way of interesting enemies, and feature ultra-lame bosses, now a Bubsy tradition. There are virtually NO special effects in this game - nadal - and only ONE SCROLL! OUCH! The Genesis can do six! Similar games on the Genesis, like Contra, Headdy, Gunstar, EWJ etc., run circles around this game, and that ain't right. Overall this is a playable game that most Jag owners will accept, being that games are so scarce, but it certainly does not help Atari's cause. This 64-Bit system better start showing us some 64-Bit quality, because the competition is coming fast. Personally, I have high hopes for Battlemorph and Rayman, but besides those I see little to get excited about. I hope the upcoming CES holds some surprises. I really like this hardware, and with more systems out there than the 3DO, (which has great games like SF2 and Starblade) there is no reason why Atari can't get some quality titles made by some reputable developers. This Euro-Amiga-junk is wearing thin.

-Takahara











JAGUAR
ATARI
16-MEG
AVAIL. NOW
REVIEW





JAGUAR
UBI SOFT
24-MEG

RAYMAN

AVAIL JUNE
PREVIEW





















Here's the best reason to own an Atari Jaguar, UBI Soft's Rayman. After nearly a year in development, the game is now being upgraded with an additional 8-meg of memory (making it 24) and will be making its debut this summer. Recently both Sony (for the PS) and Sega (for the Saturn) have announced Rayman for their 32-bit platforms. After playing only three levels, I can see why. Visually this is one of the most beautiful games I have ever seen. The graphics are amazingly detailed in blinding color and the art is incredible. Rayman himself is a happy little guy whose arms and legs float around his body. This makes for fluid movement and long distance power punches. I don't know what he is. Rayman can climb, fly by spinning his hair, surprise you by stretching his face, hang from ledges, and basically pummel his enemies with his huge white mitts. He is a joy to control and even more fun to watch. This is the stuff that legendary characters are made of. Fortunately, the game is as good as the character in it.












with play mechanics galore, tons of humor, vertical and horizontal elements, lots of jumping, climbing, and flying, and one of the most creative casts of characters I have ever seen. We are working closely with UBI Soft on this one, and will be bringing you updates as often as possible on all three versions. I can't tell you how nice it is to get behind a quality original title like this one. I hope that '95 holds many surprises as good as Rayman. One thing is for sure, the Jaguar really needs some high profile platformers, and I can't think of a better start. -Takahara

















STARBLADE

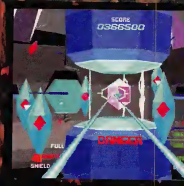
PANASONIC · 3DO AVAIL NOW · REVIEW





Thankfully, being the cool folks that they are, Namco has completely 32-bitified Starblade for the 3DO and Playstation. Sporting modern texture-mapped enemies and scenery (although you can choose the original flat-shaded version if it is your desire), the new Starblade is fit to do battle with today's 32-Bit wonders.

Basically, Starblade will probably appeal only to fans of the arcade version. No amount of hyper-fancy texture-mapping can hide the fact that this is an ultra-short point-and-shoot with only one form of attack. There is hope, however: the very fact that Namco is now programming games for the 3DO is reason enough to rejoice. Imagine a 3DO version of Attack of the Zolgear, Ridge Racer or Solvalou...could they be far away? -Nick Rox















ARCADE VERSION



TEXTURE MAPPED VERSION

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GAMEFAN PRESENTS... THE NEXT GENERATION IN FIGHTING



Get your quarters ready...Nintendo is back in the arcade scene! This time unveiling the first ever 64 bit fighting game to use silicon graphic technology...Killer Instinct! Created by Rare, KI is their first attempt at entering the over populated fighting game market. The result? Possibly the first fighting game to set the standard since SF2. Sound hard to believe? Wait until you see it!



THE COMBATANTS













JAGO RIPTOR SABREWULF SPINAL TJ COMBO















WITNESS THE MOST DRAMATIC DEATH IN VIDEO GAME HISTORY!

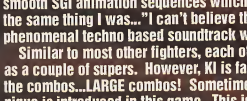


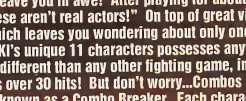
HEY! DON'T BREAK MY MONITOR!

By the miracle of SGI, Rare has been able to create extraordinary graphics and animation for the characters and backgrounds. Flawless line scrolls and seamless scaling. This game has it all! Not to mention, KI is loaded with over 40 super smooth SGI animation sequences which leave you in awe! After playing for about 10 minutes, you will probably be saying the same thing I was..."I can't believe these aren't real actors!" On top of great visuals, Nintendo has managed to create a phenomenal techno based soundtrack which leaves you wondering about only one thing...When can I buy the CD?

Similar to most other fighters, each of KI's unique 11 characters possesses anywhere from 4 to 8 special moves as well as a couple of supers. However, KI is far different than any other fighting game, in the sense that many strategies lie within the combos...LARGE combos! Sometimes over 30 hits! But don't worry...Combos aren't invincible. A new type of technique is introduced in this game. This is known as a Combo Breaker. Each character has one special move which can be performed during an opponent's combo, stopping it. A pro at combo breaking will give an opponent second thoughts about pumping out long combos.

My one complaint deals with the complexity for beginners to learn. "Combo? What's a Combo?", can be a frequent response from a rookie who asks you how to play. Overall, I feel that Killer Instinct will draw large crowds of fighting game fanatics as well as new ones dazzled by the quality of this SGI masterpiece. Hopefully, Nintendo's recent visit to the arcade will be a permanent one.





HUMILIATIONS!



















GRUESOME NO MERCIES!



THAT'S NOT SO BAD



NOT THE BEST OF FRIENDS


052000 ORCHID 84 JAGO PRESS START


080000 SPINAL 37 SABREWULF 000000


080000 SPINAL 53 SABREWULF 000000


PRESS START EYEDOL 94 COMBO 001500
BREAKER


PRESS START EYEDOL 73 COMBO 050000


052000 ORCHID 94 JAGO DIZZED


052000 FULGORE 48 EYEDOL PRESS START


052000 SABREWULF 87 JAGO 000000


051000 ORCHID 43 JAGO 021250


000750 FULGORE 21 SPINAL 000000












PRESS START EYEDOL 82 GLACIUS 021250


016000 COMBO 87 RIPTOR PRESS START


000000 THUNDER 67 CINDER 013100
TRIPLE
3 HITS
013500 ORCHID 71 ORCHID 000000
EVEDOL 98 COMBO 000500
005000 SPINAL 66 JAGO 002250
007500 JAGO 71 ORCHID 072500

THE MOVES...

Jago

Endoku Ken - ↓↘→ Punch
Dragon Punch - →↓↘ Punch
Wind Kick - →↘↓ Kick
Beam Sword - →↘↓ Fierce Punch
No Mercy I - ←←→→ Quick Punch
No Mercy II - ←←→→ Medium Punch
Ultra (Only during combos) - →↘↓ Quick Kick
Ultimate (Only during combos) - ↓↘→ Fierce Punch
Humiliation - →↘↓↙← Medium Kick

TJ Combo

Wind-Up Punch - Hold Fierce Punch 2 sec., release
Dashing Straight Punch - Hold ←, → Fierce Punch
Rolling Groin Punch - Hold ←, → Medium Punch
Backhand - Hold ←, → Quick Punch
Short Flying Knee Smash - Hold ←, → Quick Kick
Vertical Flying Knee Smash - Hold ←, → Medium Kick
Long Flying Knee Smash - Hold ←, → Fierce Kick
No Mercy I - ←→→ Medium Punch
No Mercy II - ←↙↓↘→ Fierce Kick
Ultra - Hold →, ← Fierce Punch

Orchid

Cougar Morph - Hold ←, → Punch
Whirlwind Kick - Hold ←, → Kick
Sabre Dance - →↘↓ Punch
Laser Shuriken - ↓↘→ Punch
No Mercy I - ←←→→ Quick Punch
No Mercy II - →↘↓↙← Quick Kick, Fierce Kick.
Ultra - Hold ←, → Medium Punch
Humiliation (Only when energy is green) - ←↙↓↘→ Fierce Punch.
Ultimate - →↘↓ Medium Kick

Fulgore

Claw Uppercut - →↓↘ Punch
Teleport - ←↓↙ - Punch or Kick
Aura Bolt - ↓↘→ - Punch
2 Aura Bolts - ←←↙↓↘→ - Punch
3 Aura Bolts - →←←↙↓↘→ - Tap Punch
Eye Beam - →↘↓ - Kick
Reflection - ↓↙← - Punch
Slide - Hold ←, → Kick
No Mercy I - ←↙↓↘→ Fierce Kick
Ultra - →↓↘ Quick Punch
Ultimate - →↘↓↙← Medium Kick
Humiliation - ←↙↓↘→ - Medium Kick

Chief Thunder

Flaming Tomahawk - Hold ←, → Punch
Sammamish - →↘↓↙← Punch
Flaming Pheonix - ←↙↓↘→ - Kick
Tomahawk Dive - →↘↓↙← Fierce Punch in the air
No Mercy I - →↘↓↙← Fierce Kick
No Mercy II - →↘↓↙← Fierce Punch
Ultra - Hold ←, → Quick Punch
Ultimate - →↘↓ Medium Kick

Riptor

Dash - Hold ←, → Punch
Leap - Hold ←, → Kick
Fireball - ↓↙← Punch
Flame - →↘↓ Fierce Punch
Spinning Tail - →↘↓ - Kick
No Mercy I - ←↙↓↘→ Medium Punch
No Mercy II - ←←↙↓↘→ Medium Kick
Ultra - Hold ←, → Quick Kick

Spinal

Dashing Shield - →→ Punch
Glowing Blade - Hold ←, → Medium Punch
Teleport - ↓↓ Quick Kick or Fierce Punch
Aura Shield - Hold ←, Hold Quick Punch
Flaming Skull - ↓↘→ Punch after blocking a special move with the Aura Shield.
No Mercy I - ←←← Medium Kick
No Mercy II - →→←→ Quick Kick
Ultra - ←↙↓↘→ Fierce Punch
Humiliation - ←↙↓↘→ Fierce Kick

Sabrewulf

Pouncing Uppercut - Hold ←, → Kick
Twirl Swipe - Hold ←, → Punch
Bat Toss - ↓↘→ Punch
Howl - →↘↓ Fierce Kick
No Mercy I - ←←→ Medium Punch
No Mercy II - ←←← Medium Kick
Ultimate -←↙↓↘ → Fierce Punch
Ultra - ←→ Quick Kick
Humiliation - →→→ Quick Punch

Cinder

Flaming Comet - Hold ←, → Punch or →→ Punch
Inferno - →→ Kick
Fireblast - ←← Punch
Vanish - →↘↓↙← Medium or Fierce Punch
No Mercy I - ←↙↓↘→ Quick Kick
No Mercy II - ←←← Medium Punch
Ultra - Hold ← → Fierce Punch
Humiliation - →↘↓↙← Medium Kick
Ultimate - →↘↓↙← Medium Kick

Glacius

Shoulder Dash - Hold ←, → Punch
Ice Pick - →↘↓ Quick Punch
Liquify - ↓↘→ Kick
Bounce Blast - ↓↘→ Punch
No Mercy I - →↘↓↙← Medium Kick
No Mercy II - ←↙↓↘→ Medium Punch
No Mercy III - ←←← Fierce Kick
Ultra - Hold ←, → Fierce Punch
Ultimate - →↘↓↙← Quick Punch


SAMURAI SHODOWN II
MOVE LIST PART 2
JUBEI YAGYU
HASSO HAPPA
PRESS SLASH RAPIDLY
NIKKAKU RATTO TAI
→↓↘ SLASH
YAGYU SHIN GAN TO
↓↙←→ A
SHI GETSU TO
↓↘→ SLASH
NINPO: BAKU EN RYU
→↘↓↙ SLASH
MOZU OTOSHI
WHEN CLOSE →↓↘ KICK
NOTE: MOVES WITH "*" MUST BE DONE WITH WEAPON
HATTORI HANZO
NINPO: KAGE BIN SHIN
→←↙↓↘→ A OR B
REPPU SHURIKEN * KAI
JUMP ←↙↓↘ SLASH
UTSUSEMI CHIZAN
→↘↓↙← BCD
UTSUSEMI TENBU
WHILE BEING HIT BCD
DOHATSU CHU GEKI*
↓↙← C&D
KIKO DAI BOKU SATSU*
↓↘→ SLASH
KIKO SEMPU GEKI*
→↓↘ SLASH
SHIN KIKO BAKUTEN HO*
↓↙← SLASH
WAN-FU





FU RETSU SEN
↓↙← SLASH



KYOSHIRO SENRYO



GEN-AN DAPPI
B+C+D WHEN HIT



DOKU FUBUKI
↓↘→ SLASH



CHOBI JISHI*
↓↙← KICK



KAEN KYOKUBU
↓↘→ SLASH

NOTE:
MOVES WITH
"*" MUST BE
DONE WITH
WEAPON



NIKUTEN TSUKI
|→↓↘ SLASH



GEN-AN UTSUSEMI DAPPI
↘↓↙ B+C+D



KAITEN KYOKUBU*
→↓↘ SLASH



KETSUEN KYOKURIN
↓ A+B IN AIR

GEN-AN SHIRANUI



TSUME TSUMAMI*
→↘↓↙← SLASH



GALFORD



PRASMA BLADE
↓↘→ SLASH



STRIKE HEADS
→↓↘ KICK WHEN CLOSE



SHADOW COPY
→←↙↓↘→ A or B



REAR REPLICA ATTACK
→↘↓↙← B+C+D



HEAD REPLICA ATTACK
WHILE BEING HIT B+C+D



RUSHING DOG
↓↙← SLASH



MACHINEGUN DOG
↓↙← C



REPLICA DOG
↓↙← D







NAKORURU



AMUBE YATORO
→↘↓↙← SLASH



ANNUI MUTSUBE*
←↙↓ SLASH



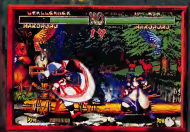
KAMUI MUTSUBE
PRESS ANY BUTTON
WHILE ON MAMAHAHA



JUMP ON MAMAHAHA
↓↙← C



YATORO POC
PRESS ANY BUTTON AND DIRECTION WHILE ON MAMAHAHA



KAMUI RIMSE (RETURNS PROJECTILES)
↓↙← SLASH



CALI MAMAHAHA
→↘↓↙← SLASH



LELA MUTSUBE*
↓↘→ SLASH

NOTE:
MOVES WITH
"*" MUST BE
DONE WITH
WEAPON



FAT BOUND
JUMP ↓ KICK



FAT BREATH
↓↙← SLASH



FAT CHAINSAW*
PRESS SLASH RAPIDLY



FAT COPY
→↙↓↘ A OR B

ULTRA MOVES

HERE ARE THREE OF THE RUMORED ULTRA MOVES FOR GALFORD, HANZO, HAOHMARU, AND NAKORURU. GALFORD AND HANZO'S MOVE IS A REPTILE-STYLE INVISIBILITY, HAOHMARU'S IS A 10-HIT KOGETSUZAN AND NAKORURU'S IS A 10-HIT KAMUIRIMSE. THESE MOVES CAN BE DONE AT ANY TIME. HOPEFULLY, TO QUOTE ADMIRAL ACKBAR, THEY WILL HELP YOU TO WIPE OUT ENEMY FIGHTAS.



FAT REPLICA ATTACK
→↘↓↙← B+C+D



EARTHQUAKE
NAKORURU

HANZO AND GALFORD



NINPO: EIBU AND BACKSTAB
→↔→↔←↓ B+C+D



HAOHMARU
TENHA FUJIN ZAN
↘←↙↓↘→←↓↙ B+C

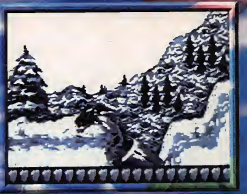


NAKORURU
APFFUTI KAMUI RIMSE
↘↓↙←→↓↘ B+C





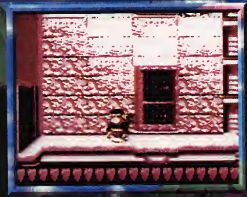






The Nintendo Gameboy will no doubt go down in history as the worlds most loved portable game system! Here is one more reason to hang on to that little sucker... it's Donkey Kong Land! SGI graphics on the gameboy you ask? It's true! This 4-meg cart looks and moves just like the real thing and comes housed in a cool yellow cartridge. Now all we need is a Virtual Boy version! Donkey Kong Land will make its debut at the CES in Las Vegas. we'll bring you an in depth review as soon as we get the AOK from NOA. See you then! -HOH



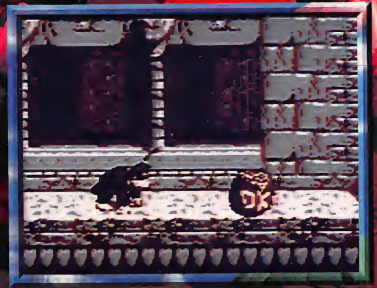














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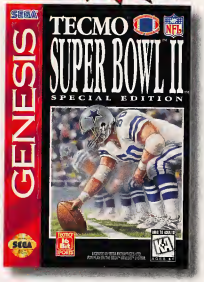
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GameFan Sports

Volume 3 • Issue 2 • February, 1995 • David Winding, Editor

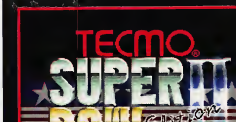


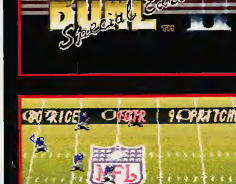
I recently paid a visit to Crystal Dynamics' Palo Alto, CA headquarters for the unveiling of their new "Championship Sports" lineup. After talking to them at length about their upcoming 32-bit basketball and baseball games (both scheduled for release in '95), and taking one stomach wrenching helicopter ride to the Oakland Coliseum to see the Warriors play Houston, I began to think a little bit about what '95 has in store for sports gamers. Here's a little peak into my crystal ball...The early part of '95 is pretty well known. The Genesis and SNES will continue to dominate the sports game market, as far as sheer quantity of titles released is concerned, with Sega's 32X making its presence known with Fred Couples Golf, World Series '95 and a college basketball game, all from Sega Sports. Toward the latter part of the first quarter, and into the middle of the year, the 3DO is really going to come into its own. Just look at these titles...Crystal's new basketball game, with a great, scaling, third person perspective a la "Run & Gun" in the arcades, EA Sports' La Russa Baseball, NHL '95 and NBA Live '95 which, based on the incredible FIFA Soccer, should be amazing, a new golf game from Panasonic/T&E Soft and many others. Later in '95, we will begin to see Play Station, Saturn and, hopefully, Ultra-64 sports titles appearing on retailer shelves. Crystal's baseball game, featuring a real-time 3D, polygon based environment, will be available for all of the advanced platforms. EA Sports is rumored to be cooking up Play Station and Saturn versions of Madden (which means you can probably expect a new 3DO game as well) and, of course, Sega Sports and Tecmo will also be launching advanced platform titles in '95. What does all of this add up to? Many, many...many sleepless nights for Talko and Dr. E in '95, I can assure you...See you next month.

TECMO SUPER BOWL 2

It would be easy to dismiss "Tecmo Super Bowl 2, Special Edition" as a "last generation" product. It doesn't have the "reach out and grab you" visuals of some of the newer football engines and the game has been around since Reagan was in the White House. ("Well...Nancy...tell that Ollie fellow that I'll be with him in a moment- those infernal Cowboys have my 'Skins down by six and I'm in the red zone.") This would be a mistake.

TSB2 is a beautiful game. It is a little short on arcade style action, but that is consistent with the product's history. What makes it a winner, and the best game of SNES football as well, is the depth of the simulation. The computer is a great opponent and it does things that other games (and their computer AI) don't. For example; computer controlled ball carriers run out of bounds when they know the clock is running down, the computer offense is always calling audibles and reacting to your defensive sets before the ball is snapped, and the computer controlled defense can smell a third and long a mile away! It is very rare indeed, in a video football game, to see a "Mad Dog" blitz baring down on you, full speed ahead, with absolutely no chance of getting the pass off!





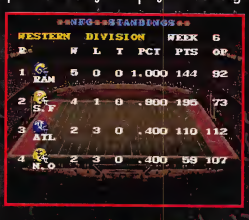


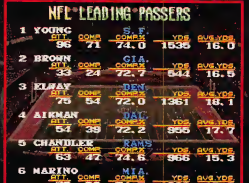
In addition, the clock is set to perfection and five minute quarters are just long enough to create a perfect statistical and scoring simulation. The designers at Tecmo obviously LOVE football, because they have left no detail out and every aspect of the real game seems to have been scrutinized. (cont'd on next page)

SNES
TECMO
2 PLAYER
16 MEG
NOW

TECMO SUPER BOWL 2

As always, long term play value is the key for Tecmo product. TSB2 is loaded with it, to the point where your statistics can be saved over TWO seasons-and there are tons of stat's. And, the graphics, although they are a notch below EA and Sega product, are much improved over last year and the whole package has a quality feel to it. One of the best new additions is the ability to post your statistics in the "NFL Records"; where you are competing against the ghosts of seasons past. Also, injuries play a much bigger role in season play. For example; I was in the ninth game of the '94 season with (you guessed it) the Chiefs. Montana's health status showed him as "poor"-but I ignored the computer's warning. I let him start in the next game, he was sacked on the third play from scrimmage and he has been inactive in the three subsequent games. Bono is the man now, and there is a big difference in ability level. He isn't as accurate, and his passes stay in the air longer-something your average DB dreams about! I've dropped two of those three games-very, very cool!





With all of the excitement surrounding the latest, greatest technical improvements in a Genesis or SNES game, and the pending release(s) of the next generation systems, a title like Tecmo Super Bowl 2 won't get much ink-but it deserves it. When all is said and done, it is the quality of the GAME that matters most, and that is exactly what Tecmo delivers-a gameplay feast for the mind and the trigger finger. A game that, while seemingly simple in nature, is full of depth, challenge and fun. They named it "Special Edition" for a reason-the manufacturing run is limited and only those that are at the store early to pay will play!

- Talko









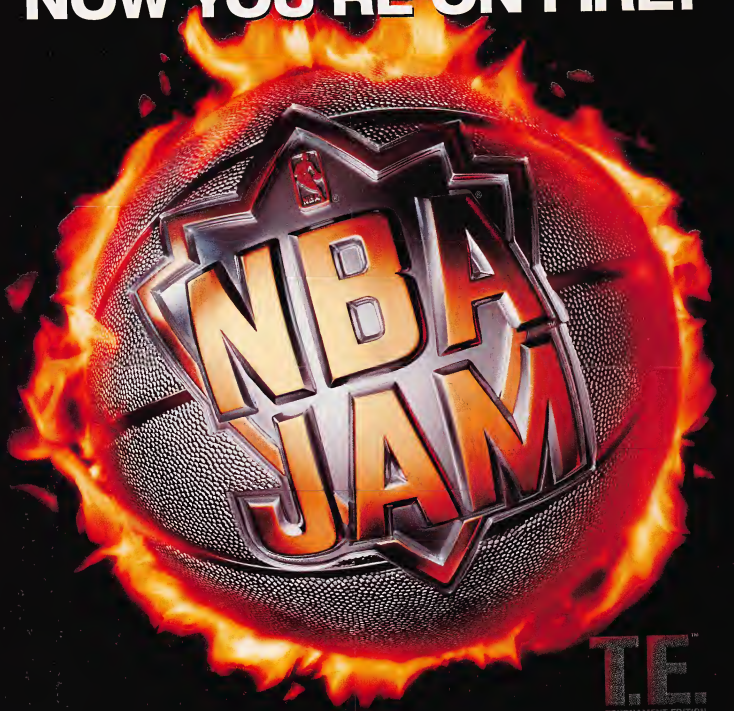




When all is said and done, it is the quality of the GAME that matters most, and that is exactly what Tecmo delivers.

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Genesis Previews

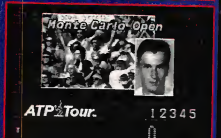
ATP TENNIS

•**Title:** ATP Tour Championship Tennis
•**Publisher:** Sega Sports
•**Platform:** Genesis
•**Media:** 16 Meg ROM Cart. + Battery
•**Available:** March '95
•**GameFan Sports review:** March '95-Volume 3, Issue 3
•**Features:**
ATP Tour license; Exhibition, ATP and ATP Senior Tour Championships. All ATP pro's are included; Michael Chang, Michael Stich, Pete Sampras, Ivan Lendl, etc. Statistics are saved throughout the season, including both individual winnings and tournament statistics, and players create their own competitor. Instant replay with slo-mo

•**Editor's Notes:** The preliminary version of the game looks fantastic. The power game is like the real thing, and the matches are fast and competitive. The only negative is the weenie way that the computer makes the players run back to the baseline after a dead ball...total wuss...here's hoping that they change it.













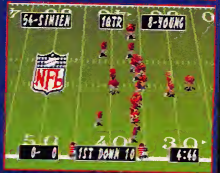
TECMO SUPER BOWL 2

•**Title:** Tecmo Super Bowl 2, Special Edition
•**Publisher:** Tecmo Sports
•**Platform:** Genesis
•**Media:** 16 Meg ROM Cart. + Battery
•**Available:** Now
•**GameFan Sports review:** March '95-Volume 3, Issue 3
•**Features:**
NFL and NFLPA licenses, detailed player, team and all-time NFL leader statistics. Player statistics are kept over two successive seasons, much more detailed game graphics than in the original, user-definable play books, injuries, fatigue and weather conditions that come into play.

•**Editor's Notes:** This looks to be a very nice improvement over the original game. The game graphics are a little rougher, as you would expect, than in the SNES game, but the players are bigger and better animated. Although the graphics don't really break any new ground, the overall design of the product is good enough to place it in the "A" category with NFL '95 and Madden '95.

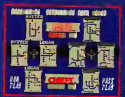












Genesis Previews

World Series Baseball '95

- **Title:** World Series Baseball '95
- **Publisher:** Sega Sports
- **Platform:** Genesis
- **Media:** 24 Meg ROM Cart. + Battery
- **Available:** April '95
- **GameFan Sports review:** March '95-Volume 3, Issue 3
- **Features:**

MLB and MLBPA licenses, All-time greats, both AL and NL, including Babe Ruth and Ty Cobb, all 28 stadiums fully reproduced, including all of the new ball parks, full season play with individual, team and League Leader statistics, drafting and trading of players, improved music and sound with TWO announcers, new batter/pitcher animation and interactive ballparks.

- **Editor's Notes:** I thought the original was close to perfect. '95 looks better. I can hardly wait to drive one off of that warehouse behind the right field seats in Camden and watch it drop into the crowd. We expect BIG things from this title!



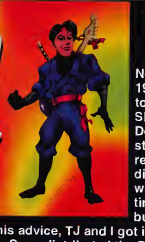








SPECIAL K's JAPAN NOW!



JAPAN NEWS NETWORK

A Happy New Year! Thanks so much for reading Japan Now in 1994. I'll bring even more rumors and exclusives in 1995 to everyone who loves this section, so please keep in touch! My most recent trip to Japan was to cover Nintendo's Shoshinkai show on Nov. 15th, but I decided to stay on until Dec. 3rd to pick up the PlayStation and Saturn for our twenty staff members. After lunch on Nov. 22nd (the Saturn's release date), I headed into Akihabara, Tokyo's electronics district, only to find the entire first run of 100,000 Saturns was sold out! I decided not to make the same mistake getting PlayStations, so I asked a game salesperson advice on buying one. He told me to get in line a day before the release date to ensure getting one. Following his advice, TJ and I got in line at midnight, awaking to find that we were only allowed to buy one per person! Luckily, Sony distributed the PS to record stores, so we were able to get several at Tower Records. Our twenty staff members really ought to thank me for this because they had great winter vacations!

NINTENDO SHOW





On November 15th, Nintendo held their annual Shoshinkai convention at Makuhari Messe. The Shoshinkai is usually held in the summer, but Nintendo decided to postpone it until Super Donkey Kong (DKC) and the Virtual Boy were complete. In last month's Other Stuff we showed the Virtual Boy, now that I've played it, let me comment. Even though the system I played was less than 100% complete, I thought it was pretty cool. The 3D effect is certainly vivid! People who love the Game Boy will surely enjoy this twice as much, since the Virtual Boy is essentially a one-colored, 3D Game Boy. I've heard many other opinions, too, and most people felt it was the ultimate portable gaming system. To be portable, however, the system must be strapped to your body... and then you can't see!?

Besides the Virtual Boy, many other strong SF titles were shown. The most popular seemed to be Square's Chrono Trigger (out March 11th), Enix's Dragon Quest VI (release date unknown), Sunsoft's Albert Odyssey II (out in December), and Quest's Tactics Ogre (release date unknown)...all RPGs. The only other genre that seemed as popular as RPGs at this year's Shoshinkai were puzzle games... Perhaps 1995 well be the year of the puzzle.



ASCII



SOFT BANK



TOKUMA INTERMEDIA



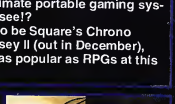




32-BIT INFO. LEADERS

When new systems are released in Japan, most large publishing companies hurry to produce magazines for them. So far, there are three Saturn Magazines and three PlayStation magazines. Japan certainly seems to be stepping up to the next generation in hardware quick!

CAPCOM



Many of you may remember the Capcom home system I mentioned a few issues ago... Capcom of Japan has finally announced it! Called the CPS Changer, the system plays modified Capcom arcade PCBs only. The system uses regular Super Famicom controllers and goes on sale January 15th, along with Dynasty Wars II, Slam Masters and SF2 Turbo. Two packages will be available: the Triple Set ($399), which comes with the CPS Changer, SF2 Turbo and a Capcom Fighter Power Stick, and the Double Set ($340) which contains the system and the game but no controller. Unfortunately, the system is available though mail-order only, so SF2 freaks will have to call Capcom of Japan to order one!

SPECIAL K's LAST MINUTE INFO.





Behold, Sega of Japan's coin-op division is ready to launch two new titles, Golden Axe: the Duel & Sega Rally Champion. Chances are good (practicaly etched in stone) that both titles are Saturn bound.

There is a rumor that a well-known RPG maker has signed on to do 3DO games! I can't say the name yet, but it's not that hard of a guess! Apple has licensed their Apple Macintosh chipset and OS to Bandai, to be used in a home game system called Pippin. This system will play all available Mac CD-ROMs, as well as games designed specifically for the system. The Pippin is very similar to Fujitsu's Marty, which uses a low-end version of a high-end PC's chipsets and OS specifically for playing games. No word yet on the release date.

LOOK FOR THE SPECTACULAR ALIEN SOLDIER REVIEW NEXT MONTH!











ALIEN SOLDIER

Treasure's latest Megadrive masterpiece is Alien Soldier, and it's already being labeled the most amazing 16- Bit game ever programmed. In AS you control an alien named Ipsilon 2 who's chasing a band of pirates across the galaxy, and they've just landed on Earth! In his fight against the space pirates, Ipsilon 2 can utilize several special moves, like the ability to hover, the Counter Force, which changes enemies' bullets into items, and the Zero Teleport, which allows you to teleport quickly from right to left. There are also six types of weapons at your command, with four being available at the beginning of the game. The action in AS is much like Gunstar Heroes, with the main difference being the fact that each stage has at least SIX mid-bosses! Alien Soldier will be out on February 24th.
























Light Crusader

TREASURE 16-MEG
1ST QTR. '95





Light Crusader (formerly known as Relayer), is to be Treasure's last Megadrive game, and it's looking to be the best! In this quarter-view action RPG you assume control of a knight named David, who can mix the elements of Earth, Fire, Sky and Water to create magic spells. Little is known about the storyline, but Treasure has announced that they'll be making ample use of polygons and builder sprites to flesh out the game's quarter-view environment. Stay tuned to JNN for future details.



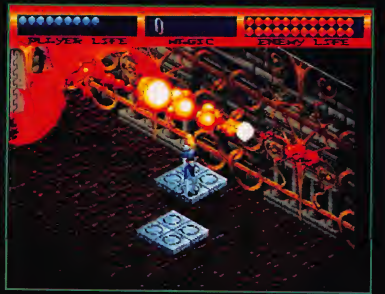












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Welcome to 1995! This is the year of the next generation machines and the end of 16-Bit as we know it. But before all you die-hard game fans out there sell your tried-and-true 16-Bit hardware, the best games ever for your SNES and Genesis will almost certainly be released in '95. For starters, Nintendo has an outstanding 16-Bit software lineup for the Winter CES in Las Vegas. The big game of the show will undoubtedly be **StarFox 2**, a 2-player, 16-Meg FX chip blastfest with non-linear levels. Nintendo's two other FX titles will be the 16-Meg-or-higher **Fighting Polygons**, seen in the last issue, and a 2-player military shooter developed in the US. Fighting Polygons is reputed to have anywhere from six to eight characters and uses the new FX chip to process 15,000 polygons per second! Nintendo will of course have four other titles on display, not counting their **32-Bit Virtual Boy** games.

Now let's move on to the Los Angeles-based Electronic Entertainment Expo, or E3. E3, which begins on May 11th, will be the show where the **Saturn**, **Ultra-64** and **PlayStation** will debut. Nintendo will be showing three to five Ultra titles from Japan, and between five and seven titles from America. Two of the Japanese titles will be **Mario 5** and an early demo (20-30% complete) of **Zelda IV**. Another Ultra title I've heard about is **Pilot Wings 2**. This 64-Meg cart is being developed through an exclusive, joint agreement between Nintendo and Dallas-based **Paradigm Simulations**, Inc. Paradigm Simulations, a well-known developer of real-time flight simulators for NASA and the military, will work directly with a creative team headed by **Shigeru Miyamoto** on the Pilot Wings 2 project. "Paradigm Simulations will provide Mr. Miyamoto and his Nintendo development team with the best technical knowledge in the 3-D virtual reality industry," said Ron Toupal, the President of Paradigm. Pilot Wings 2 is slated for November '95. Other Nintendo Ultra games at E3 will be **Killer Instinct**, **Cruis'n USA**, **and Doom**. Acclaim will be showing **Turok the Dinosaur Hunter** and **Batman Forever** for the U64. For SNES we'll be seeing a 16-Meg/FX chip sports game and the oft-rumored, 24-Meg Miyamoto FX title. Last but certainly not least, will be the first **64-Meg SGI SNES game** ever. The title is final, but I can't say very much. About all I can say is this...if you thought the graphics in DKC were awesome, you ain't seen nothing yet!

NOW FOR SOME **MK III**. I was recently chatting with the head honcho at Bally/Midway, Ed Boon. He told me that MKIII will be testing in February or March of '95, and that there will be a total of 14 characters. MKIII will utilize the same type of digitization seen in the previous Mortal Kombats, but the game will now feature a Killer Instinct-style mega combo system. The real shocker, however, is that the game won't use Sony's PlayStation hardware. The game will instead use the MKII hardware, but with more RAM and new graphics chips. Speaking of graphics, Ed Boon told me the MKIII graphics should blow away those seen in MKII by a mile. MKIII will be released for the PlayStation in October '95, but get this: the Ultra-64 version is slated for February '96 and will weigh in at an incredible 96-Megs! Also in February will be 32X, 32X CD, SNES, Genesis, and Sega-CD versions of MKIII. Rumor has it a 3DO version will spring up sometime in '96 too. Also, check out these exclusive character sketches of **Kung Lao**, **Sonya**, **Jax**, **and Kano!**

IN OTHER NEWS: Konami is reputed to be working hard on a new **Castlevania** for the Saturn and PlayStation, which should be available in 4th quarter '95. The previously announced 32X version has been canceled. As for Ultra-64 Konami games, don't expect any until early '96. Another Konami rumor I've heard is that they may not do any 16-Bit games in '95 and beyond. Fine by me!

IN SEGA NEWS: SOA will debut the new **32X/Genesis combo** aptly named **'Neptune'** at the upcoming WCES in Las Vegas. The new combo will sell for a very reasonable $200.00. This should lure some new users to the Sega party. Speaking of the 32X, GameFan was recently paid a visit by the entire staff of **Scavenger**. These ultra talented developers showed us a brief glimpse of **Batman Forever** for the 32X. The game murders anything we have seen on the system to date, and proved to us that the 32X can and will show its true colors in '95. Scavengers sound engineer has his work cut out for him, but assures us that he can make the system wail. Hopefully, other third parties have similar games in the works. We'll keep you posted. On a sadder note, Sega will not be bringing out the much anticipated first 32X Sonic game titled **Sonic Chaotic**. This game will only see the light of day in Japan, this Summer. Sega will be bringing a similar title out starring **Knuckles** around Christmas '95. By the way, the 32X is 100% compatible with the import system, without a converter! Looks like SOA is finally gonna' let us have our imports, it's about time. Sega also stated once and for all that the Saturn will not come out until late '95. Sega's 16-bit handheld however, will most likely be out much sooner! Well, that's the news for now, see ya' next month!





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THE POSTMEISTER



Dear Postmeister,

I'm 14 years old and I think your mag rocks. You guys are crazy and know how to have fun and that's what video games are all about. I'm the owner of a Genesis and I love every minute ot my all night Madden tests with my friends but a few months ago I telt the need tor POWER so I purchased a Sega CD- big mistake I know. I ditched it however and purchased a Jag. I'm really pleased with it but I have one question. Will the Jaguar CD be those lame FMV games that are as entertaining as Water Polo or will it be a decent add on. I also want to know it any RPGs are in the works tor the Jag? Plus is this Crusader ot Centy any good tor the Genesis.

By the way I just wanted to tell you that I get the same into in other magazines that I get in yours. The only difference is your into comes about two months earlier than those "other" magazines. Your magazine is truly the best and I look forward to using it as a road map for the 32-Bit generation.

P.S. I'd love to raid the FMV lab at Sega with you. Who in the world plays those games? Is the Jaguar gonna fly? How much mileage is on your mail truck Postmeister?

I'm outta here,
Matt Tanner

Dear Matt,

I don't think you'll see any "True Video" ca-ca on the Jag CD. The first games announced are Blue Lightning, Highlander Trilogy, and the amazing 'Battlemorph' (the sequel to Cybermorph). There are also plans tor a VR headset sometime in '95. Crusade ot Centy is a great game that I highly recommend to anyone who likes the Zelda style action-rpg. Using us tor 32-bit into is a good move, we are making relationships now that will vault us ahead even turther.

I believe the Jag will tly with a small but loyal user base. The Jag is a good second system to own. However, more games by big name developers are needed it the system hopes to enter the mainstream. I think it's pretty impressive that Atari has outsold the 3DO. That tells you something. People know that the system is going to have some really special games on it. So, where are they?! We are all waiting.
See the guy in line at K-Mart with the 2lb. bag ot Tortilla strips wearing a tootball jersey with baby stains on It ?-chances are he's a big tan of FMV. The used car dealer spun the miles back on my tour by, so I don't know what the true miles are, got a lot of road kill on the bumper though...

Dear Postmeister,

I have a real problem with Sega. It's about the way they are treating their avid supporters in the U.S. ot A. Sega really pissed me ott when they decided to release the Saturn in Japan and the 32X in the U.S. Why should Sega turn their backs on its constant U.S. support by releasing the interior 32X in America and releasing the superior Saturn system in a country that has never given them much support.

This type ot untair treatment trom Sega is not only apparent in hardware, it Is also rears its ugly head in sottware as many ot the better RPGs never get to the U.S. once released in Japan (i.e. Monster World 5 and Ragnisenti).

P.S. In your opinion which is a more superior system the PlayStation or Saturn?

Thanks,
T. Rock

Dear T. Rock,

I sure got a lot ot letters about Sega this month! It seems that they have opted to back the 32X here in the States as the new Genesis, while they believe the Saturn to be an enthusiast system, due to its high price tag. It will be released later this year but will not be Sega's main tocus. Whether the 32X can stand up to the stitt competition (the Sony PS and Nintendo Ultra) that lies ahead remains to be seen. All three systems will be in the same price range (if Sony comes in under $300.00) and each has it strengths and weaknesses. The PS is a great 3D machine but with its slow processor and tixed development scheme it will be tough to make an impressive plattormer. It rocks at 3D. Motor Toon is the best 3D game I have ever seen! The Saturn on the other hand is limited in the 3D genre, as you can not set coordinates tor texture mapping. Daytona will most likely fall way short of the coin-op. In the side scroll dept. however, the Saturn rocks. The 32X is perhaps the most developer triendly ot them all with its 68000 and 2 SH2's but has less than impressive sound. The Ultra is great as long as you like SGI. Most gamers I know preter conventional animation. SGI characters cannot interact with objects as well as an animated sprite. A 32X with CD sound would be hard to beat tor the price, but with the current sound chip I think the Saturn will eclipse it. Sega will have to lower the price tag and compete with Saturn, and at the same time abandon FMV and get back that old mentality that put them in front, otherwise I teel Sony, with their amazing marketing power and impressive 3D machine will run away, along with Nintendo and their $250.00 power house. Hey, Sega has an intommercial... that is scary, REALLY SCARY! Have you seen it? Man, is that paintul or what? It surely is a crime that Sega has opted to try and draw the mass market and turned there backs on the import RPG and gaming enthusiast in general. Beyond Oasis and PS4 are nice Band-Aids but so many other games have been left by the way side that would have normally come out. I hope they reconsider. Wouldn't it be more beneficial to please the gamers who put them where they are, rather than roll the dice with the non-gamer? I think so, and obviously so do a lot of you. I cannot believe how many ot you wrote in as soon as I brought up the whole FMV thing! People who have never written to a game mag are chiming in left and right. I guess I hit a nerve. Well, that's what I'm here for. Keep 'em coming!

Dear Diehards,

I think it's great that DHGF has come as far as it has in a mere 2 years! Not many publications start oft at a pinnacle-they usually reach a pinnacle after a while, it they do things right-but you guys started at the top and have stayed there! I hope sales retlect this.

Have you noticed the lame-ass scores EGM has been giving Sega games lately? I know they"d deny it, but it sure seems like they've been Sega-bashing lately. I can't understand why they reterred to ZERO TOLERANCE as "old hat" (I believe it was Mega Play). I've also been dumbfounded by the low scores ZT has received from other mags. Personally, I thought the game was just awesome? Over 100 levels! How do they do it?! In tact, I was flabbergasted by the mechanics of the game. All these years we've been hearing that the Genesis is not capable of scaling & rotation (except as programmed thru software). If that's so, how can the machine play a game such as ZT? Do you have the answer?

I was shocked to read (in Postmeister's column) that Sony canceled FLINK. Are you positive? Because I've seen the cover art, and they've obviously designed the box and everything. If they really don't release this title, can we get it as an import from somewhere? Or will another company release it?

Is it true (as Video Games states) that the 32X is not a true 32-bit system? I bought it the day if came out, not because of the 3 initial games that were released, but because of the awesome-looking titles that will be coming out for it later. (Did you see those incredible pix trom SONIC 32X that appeared in Game Players?) I couldn't believe Sega released DOOM without a save function! Idiots!!

It looks like PHANTASY STAR 4 is just around the corner, and I can't wait! Too bad Sega thinks there's no market for good RPGs. (But if they really think that, why even bother releasing PS4?) It they had promoted LANDSTALKER in the way they promote games like TAZ 2 and SONIC & KNUCKLES, they really would see better sales in the RPG category. I'm so happy that Atlus decided to release RAGNI SENTI? Now, if we can just get someone to bring over FHEY AREA and AISLE LORD, which I still marvel at whenever I look at the pix that you guys printed in a very early issue. I wrote Working Designs about it, but they think those two titles are "too old" to bring out now. What!? Maybe you guys can convince 'em.

Hey, what's going on in your editorial ottices there? Howcum Nick Rox is writing almost the whole damn mag? He's a decent writer, but I've come to rely on Storm's reviews, because he has almost exactly the same tastes in games as I do! (Plattormers & RPG.) Storm has hardly written a thing in the last 2 issues! And what happened to his Import Preview pages which used to appear in both the Sega & SNES sections? For that matter, whatever happened to his RPG special teatures, which used to appear semI-regularly?

I think DONKEY KONG COUNTRY is a decent game, but it's way too overrated. Hell, Sega used 3-D rendering in the last 2 Sonic games! (Granted, it was only for the main characters, but still...)

Happy Holidays!
R.I. Palmer

Dear R.I. Palmer,

Thanks for the Accolades! We really appreciate every letter, whether I print 'em or not, EVERYONE reads 'em, and after not sleeping for 3-4 days at crunch time (when I sneak in and write this section) they really help keep everyone going. I read them out loud all the time, thank you! First I must answer your question regarding E.Storm. I showed him this letter and he feels really bad. The tact is that he's going through a lot ot changes lately. The whole Sega RPG thing died, and he's busy figuring out what direction he's going to take in the tuture. He's given a lot ot his work to the new guy (Nick) who he thinks is a great writer. I know that Storm Is working on a huge Lunar 2 teature and at the same time reveling in Clockwork Knight and Motor Toon GP. He promises to be back in tull swing very soon. I think the game that he's really looking tor to rekindle his excitement is Arc the Lad on the PS. I hope it's everything he's hoping tor. He is working closely with Nick on PS4 and Beyond Oasis and hopes you like the past coverage and what is yet to come on both titles. Buy the way, he has spoken to Victor at WD about both Wolfteam RPGs and unfortunately neither will be coming out. We totally understand. It's a lot of work converting RPGs and these are dated compared to what is coming.

As for the 32X not being a true 32bit... that is utter nonsense! It has two SH2's processors! Need t say more? We were visited by Scavenger yesterday and they showed us stuff on the 32X that beats a lot of PS and Saturn stuff! That little sucker can whale! Wait a year and then talk to me about the 32X. It's been out what, tor a couple of months? Everyone knows it takes a year to make a good game. Of course the sound will never be up to snutf, but in the graphics dept. the 32X has the goods. As far as Flink is concerned, the last we heard is that Sony dumped it. We received a joyous CD version from Vic-Tokai which we reviewed last month, but the cart has disappeared. Maybe Sony is reconsidering? We raised quite a tuss, maybe they're listening. By the way, GOOD NEWS! Climax has announced Landstalker 2 tor the Saturn! I hope Sega realizes what they have this time. Landstalker is a legend here at GF. Thanks for the great letter pal, hope to hear from you again soon.

P.S. Zero Tolerance was a cool game. Especially if you're into dungeons... heck, I LIVE IN ONE!

See you all next month!
-The Postmeister



Write to me at I'll run for President

The Postmeister
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Sean G. Anderson Toronto, CA
They sure look happy... I wonder if they see that guy behind them?



Scott McMahon from Croton on Hudsun, NY bestows upon us this surreal fighting collage. Hey, this is better than Sega box art!



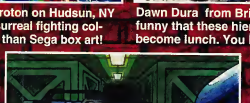
Dawn Dura from Brighton, MI thinks it's funny that these hiena's are about to become lunch. You know what? It is!



Nik Fournier Manchester, NH
"So the movie bombed, I swiped this neat-o costume...look Kim, I'm the boogie man!"



For 15, Aaron Thornhill of Tulsa, OK has a good idea of how to sooth the savage beast!



Cristian Costescu Garden Grove, CA.
Hey, funny face, you wouldn't happen to have a map on you, would ya'?
Congratulations Aaron, you win! Hey, you wouldn't by any chance have her phone number, would ya'?
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Wesley Stafford
Gulfport, MS
Whoa, SD Guile and Chun-Li, gettin' poisonal.

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GRRRROOOFFF HRRRRR blahrr raza grroar wraowwww rrrrrrrr biorrr groatt zzzatrog ahhh. ^@#*!^*^%@ !!!! Contact Taz.

RE FOR springs, ses, rope, lable Acme ntact Wile E. Coyote.

BLE PET-SITTER. Will d care for small pets 're away. Reasonable my specialty. Trust Pet Service. weetin' or Sylvester.

NTED. Big ng to travel. life. Call

TICKETS FOR SALE. Looney Tunes B-Ball tournament. 1-800-DRIBBLE.

DESPERATELY SEEKING high-performance roadster. Will provide unlimited birdseed. Contact Wile E. Coyote.

$$$$$$$$$$$$$$$$$$$$ BILL TROUBLE got you down? Get in touch with the bill expert. Contact Daffy Duck on Game Boy. **$$$$$$$$$$$$$$$$$$$$**

MUSKET FOR SALE. Used only for twacking wascally wabbit in **Bugs Bunny Rabbit Rampage.** Vewy, vewy quiet. Contact Elmer Fudd.

FOR SALE, P38 Space Modulator. Ideal for global destruction or livening up parties. Goes over great with the chicks or in **Daffy Duck The Marvin Missions.** Contact Marvin the Martian.

PORTLY SWINE looking for vacation p-p-p-p... vacation p-p-part... traveling companion for p-part... vacation p-p-part... traveling companion for **Porky Pig's Haunted Holiday.** Must bring pillow. Contact Porky Pig.

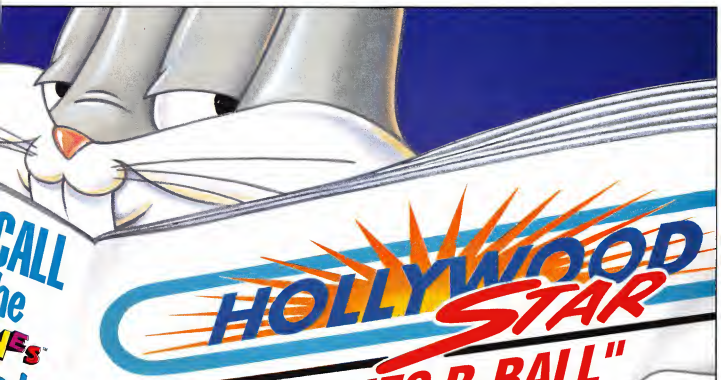
PLAYERS NEEDED for two-on-two pick-up game. Must enjoy pies in the face. Contact **Looney Tunes B-Ball.**



SINGLE BLACK CAT seeks small yellow bird for meal-time companionship in **Sylvester & Tweety.** Must have good taste. Contact Sylvester.

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"LOONEY TUNES B-BALL" IS A SLAM-DUNK WINNER!

by Howard Coleslaw

In one of the greatest games this reporter has ever had the privilege to cover, ***Looney Tunes B-Ball*** scored the biggest victory ever.

When this wacky, fast jammin' game of roundball begins, it's clear that anything goes! First, choose from your favorite Looney Tunes characters and go two-on-two against the computer or your friends! You set the Wacky Meter to the level of craziness you want — from 1, for no-nonsense streetball, all the way to 5, where the only rule there are no rules!

Change the ball into a pie and show your opponent the new meaning in your face"! Go Gorilla or teleport past Sylvester and take it to the hoop two! And the clock isn't the only thing ticking when the ball becomes a bomb for



...o! ...locker room after the game, the Looney Tunes team was understandably exhausted, as the action was fast and furious at both ends of the court. Overall, the team was pleased with its effort, though Taz's moves did come into question.



"Taz can't dribble, but he sure does drool," said team captain Bugs Bunny.

Taz was unavailable for comment, but released the following statement through his agent: "Roarg hawraaaa grroagh froww hrrrg! #@!**#^@!" Most observers tended to agree.

Looney Tunes B-Ball is your season ticket to fun. "Shoot, doc," said Bugs. "We're having a ball!"



The arena will rock as you play through earthquakes, eclipses and more! So go ahead and drive to the hole. But watch out, you just might fall in one!

SUNSOFT™



TAKE THE COURT FOR THE WACKIEST GAME OF HOOPS EVER!

The ... you play, ... you'll get.

W... fr...

Du... (also ... great ma... in his ow...

The Loon... features all y... Bugs Bunny, Po..., Sylvester and Tweety, E... Fudd. And Daffy Duck himself!

The Acme Animation Factory just the carrot on the...er...Nev... mind.

Nintendo seal of quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

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The stakes are high.
And your crew is one bunch of
hard-core head cases.
Altogether, the odds stink.
Care to consider the alternatives?
There aren't any.
See you in the RED ZONE.

CAUTION
RED ZONE
Radioactive Desert of Death
Play at your own risk



16 megs of rugged adventure and non-stop action with smooth animation and full-screen movie sequences.



Body count: in the radicals' maze-like bunkers, it's muzzle-to-muzzle.



Your Apache's got it all: radar, auto night tracking and the devil's own firepower.

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See Package for Details

- A chopper assault through a storm of fire and an underground blast-fest.
- Control 3 outta-control commandos: Mirage, Shades, and Rocco.
- Fully rotating 3-D world, animated at 30 frames per second. Two above and 10 underground environments.



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